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Volume 7, Issue 5
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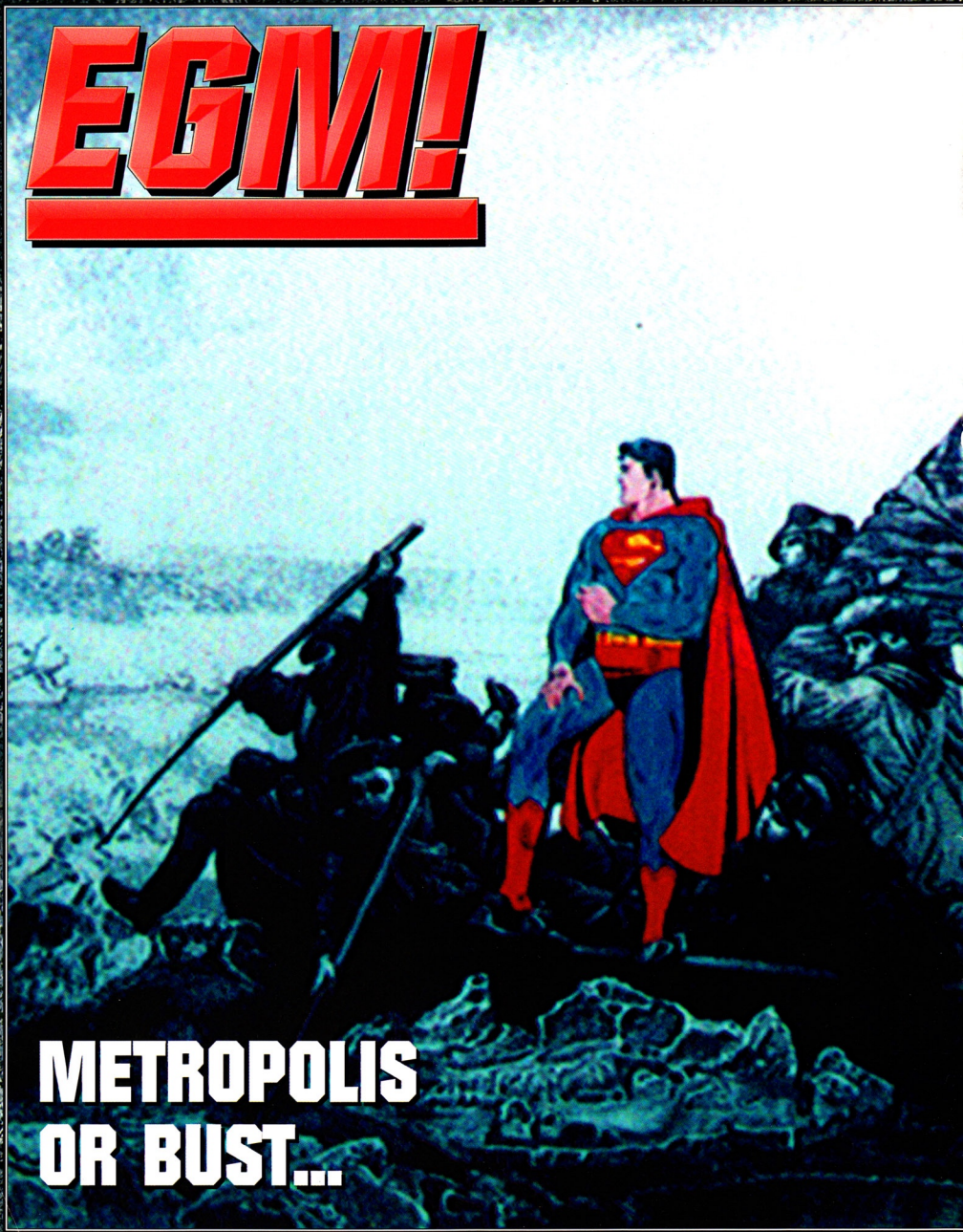
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SEGA VS. NINTENDO ... U.S. VS. JAPAN

I see that Sega and Nintendo are back at each other's throats again. What is it this time? The rating system. It is interesting to sit back and watch the two companies fight over the most trivial of things. But there is a more important point to this battle. It is the fact that both companies are about equal in the video game wars and any time either can get one up on the other, it could translate into increased market share. And since each claims to have more systems sold than the other, the battle is very intense. Actually, I have no problem in calling it a tie ... at least for now. This coming Christmas, there will be a definite leader though, and both companies have already started to set up their holiday season battle plans.

For hardware, Nintendo is putting their bucks behind a Game Boy to Super NES adapter. Not a bad idea, but hardly revolutionary. A couple of years ago when the Game Boy market was much stronger, this would have been an important peripheral. But now, the hot items are 32- and 64-Bit systems, not playing 8-Bit colorized black and white games on a 16-Bit system.

Sega knows this and as we predicted last month, their big Christmas item will be a mini, cart-based, 32-Bit Saturn module called the Genesis 32-X which will plug into the Genesis. Now that is news! Couple that with a price of only $150 and Sega could just unequivocally become the U.S. video game leader going into 1995.

But that's only the U.S. market. This week I'm over in Japan attending a Consumer Software Group trade show and things are very different here. With no game rating system, there is no Sega / Nintendo war. In fact, things are so one-sided that there isn't even a battle. Nintendo is easily number one in both hardware and software sales, and Sega is a distant third. Business is really bad for Sega here. New system sales, despite a $70 Mega Drive price, are almost down to zero, while Nintendo's Super Famicom still commands, and gets, a $140 price, without a cart. Also, there is so little Sega news that several of the all-Sega magazines have gone under due to lack of player interest. Regarding games, the 'Top 30' charts are all Nintendo games and with Final Fantasy VI coming out this week, Nintendo couldn't be looking better. But the economy could. Everybody is hurting over here. Games just aren't selling as well as they used to. Super Metroid came out last week and, in better times, would have sold out the very first day. Not only are there tons of carts in the stores, but less than a week after its introduction, the price has been slashed over 30 percent. Both Super Metroid and Sega's Virtua Racing are already selling for under $60. Still, games are a best buy. They haven't changed significantly in price over the years I've been coming here. Everything else has, though. A glass of fresh orange juice at my hotel is $12; a cab ride starts at $6, and even the bare bones McDonald's hamburger is over $2. With prices like that there isn't a lot left for games.

The year-end holiday season will be different too. Sega plans on having the CD-based Saturn in the stores, but it will be competing with the 32-Bit Sony PS-X and the new NEC machine. Here, Nintendo can afford to take a slower pace as all of these new machines combined won't make a dent in their market. Things in Japan are looking very good for Nintendo.

But has being number one for so long built up an over confidence at Nintendo? I would sure hate to be Nintendo's U.S. President when he reports back to Japan why they may be slipping in America.

The war isn't over though, and already we are seeing changes at Nintendo of America. The year is still early and, who knows, perhaps Nintendo just might bring out a surprise this Christmas which will turn things around. One thing's for sure, Nintendo certainly knows how to make good software. Super Metroid is unbelievable! This I can attest to—when my staff tells me to bring 10 copies of Super Metroid back with me, it has to be great! When I asked them if they wanted Virtua Racing, Streets of Rage 3, or Sonic Drift, they said thanks, but no thanks. Oh well, sorry Sega.

Ed Semrad
Editor

EGM!

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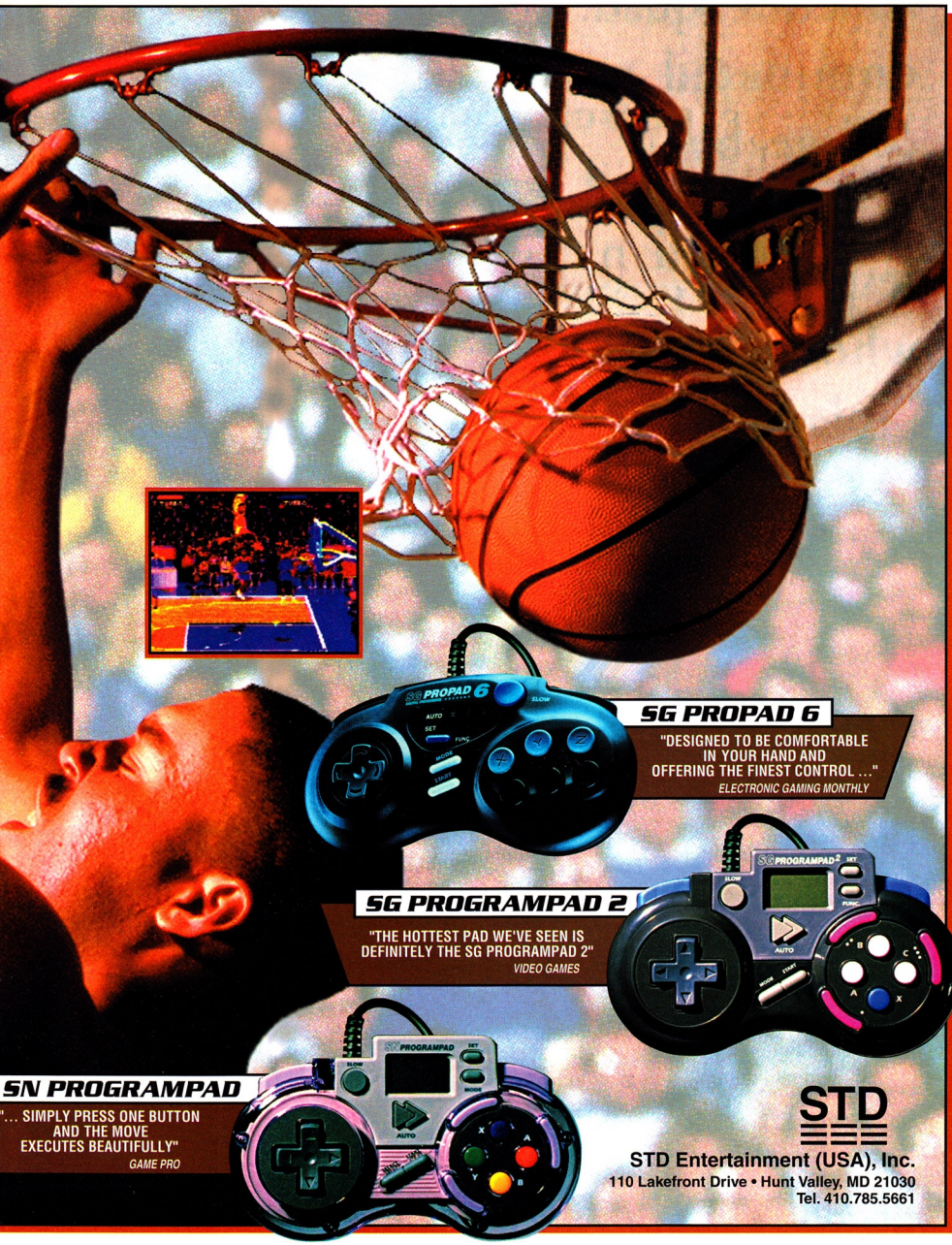
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CONTENTS

EGM!

MAY / 1994 / VOLUME 7 / NUMBER 5 / ISSUE 58

112 **FIGHT, FIGHT, FIGHT! ALL YOU EVER WANTED TO KNOW ABOUT FIGHTING GAMES AND MORE!**

This month's EGM is loaded with all the fighting games we could get our hands on from the ACME (American Coin Machine Exposition). First, you'll be treated to a preview of Capcom's Super Street Fighter 2 Turbo. All the new moves and super combos are here. Mortal Kombat 2 from Midway also makes an appearance, along with Virtua Fighter, Blood Storm, and World Heroes 2 Jet—to name a few!



CARTOONS AREN'T JUST FOR KIDS ANYMORE WITH SUNSOFT'S NEW SPRING LINEUP! 124



Don't miss EGM's sneak peek at Sunsoft's new games. We've got all the info and the hottest pictures on Daze Before Christmas, Justice League, Speedy Gonzales, Scooby Doo, Superman, and a whole lot more!

144 **THE SEQUEL IS HERE ... METROID FINALLY GOT THE 16-BIT FACELIFT IT DESERVED!**

No need to wait any longer—Nintendo has finally delivered the awesome sequel to their mega-hit Metroid. Super Metroid boasts huge levels, intense power-ups, mammoth Bosses, plus scaling and rotation effects that will blow you away! This 24-Meg monster pits Samus against new enemies in a quest to end all quests!



It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

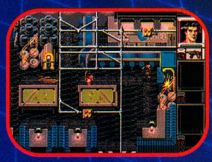
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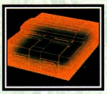




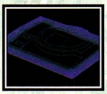
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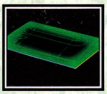
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Flintstones ... play the Flintstones!
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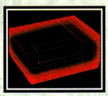
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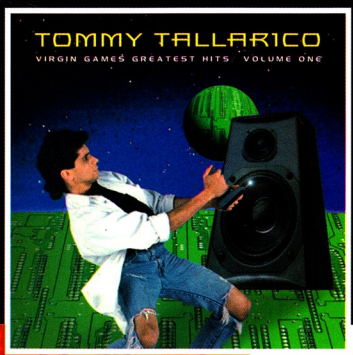
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INTERFACE
LETTERS TO THE EDITOR



This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it inside the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll wad it up and hurl (the paper, not us). Remember that anything you write and send to us can be used in the mag whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. And if you think we're going to answer every letter that comes to our mailbox then you must be nuts...

SEND YOUR LETTERS TO...
Interface, Letters to the Editor, c/o Sendai Publishing Group, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148

LETTER OF THE MONTH!

IN THIS CORNER, DATA EAST...

March 17, 1994—Judge William H. Orrick of the Federal District Court in the Northern District of California denied Capcom U.S.A., Inc.'s motion for a preliminary injunction enjoining Data East's marketing and distribution of Data East's video game "Fighter's History" and any newer versions of that game. Capcom claimed that Fighter's History infringed Capcom's audio visual copyright for its Street Fighter II family of video fight games. Capcom also claimed that Data East had copied the "total concept and feel" of Street Fighter II in addition to copying certain fight characters and special moves.

Judge Orrick held that "Data East has not captured in Fighter's History the 'total concept and feel' of the protectable expression in Street Fighter II. Rather, the similarities that result between the two games stem from Data East's emulation of the unprotectable, commonplace features of Street Fighter II, such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from the martial arts." The court further held that "Capcom cannot now withdraw from the public domain ideas and standardized expression ... To do so would be commensurate to awarding Capcom a monopoly over a range of characters and moves it did not create. It would also allow Capcom to lay proprietary claim to all reality based fight games featuring human characters. Copyright law affords no such protection."

"We have always believed that Capcom's allegations of infringement had no legal or factual merit, and the Court's ruling has vindicated our position," said Mr. Tetsuo Fukuda, President of Data East. "Data East believes Capcom was attempting to obtain a monopoly over all one-on-one fight games. The Court's ruling ensures that healthy competition may continue in this industry," Mr. Fukuda said.

...AND IN THIS CORNER, CAPCOM

March 23, 1994—After filing suit last September against Data East Corporation and Data East USA, Inc. for infringement of its Street Fighter II copyright, Capcom was denied a preliminary injunction last week that would have prevented the sale of Data East's game, Fighter's History while the case proceeded. However, with a trial date set for Oct. 31, 1994, the recent decision by Judge William H. Orrick of the Federal District Court for the Northern district of California is not the Court's final decision on infringement of Capcom's copyright. While declining to enter a preliminary injunction, the Court has indicated that if Capcom prevails at trial, it could recover damages for Data East's continuing sales.

"Judge Orrick's decision is not completely surprising considering that no formal discovery has been conducted and that the information and evidence available to the Court was limited as a result," states Ian Rose, Capcom's general counsel. "The denial of our injunction request in no way assures Data East's final victory and we remain convinced that Data East has unlawfully infringed our copyright. Once all the facts are known, we're confident that the Court and jury will agree."

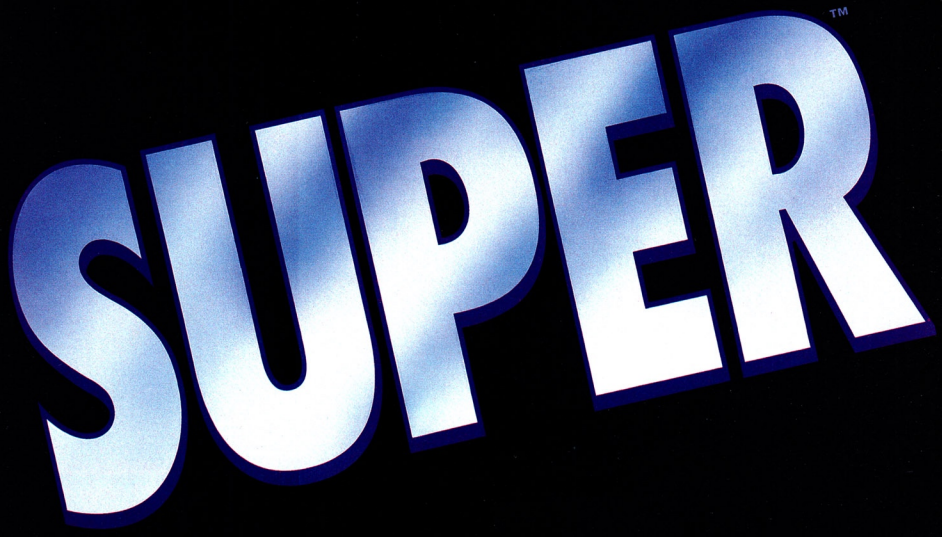
In his decision, Judge Orrick found that Data East did not "refute the strong evidence that Data East set out to copy Street Fighter II's success and that Data East's developers spent hours studying Capcom's game to see how this goal might be accomplished." Judge Orrick also found that certain characters and character moves in Fighter's History were similar to characters and moves found in Street Fighter II that are protected by copyright. The Court was "disturbed" by certain "coincidences" in special move control sequences and, for example, found Data East's selection of a female Chinese character like Street Fighter II's Chun Li, "troublesome."

Furthermore, refuting Data East's suggestions that Capcom might be trying to "obtain a monopoly" over one-on-one fight games, Rose stated, "Capcom has no desire to exclude healthy competition in the video game industry. Instead, we hope that the outcome of this litigation will create an added incentive for the development of truly original and creative games rather than formulaic emulations of existing product. To the extent that the Court takes a narrow view of the applicability of copyright law to protect creative expression in video games, we believe the industry as a whole could be weakened and that the creative and original work of software publishers would be inadequately rewarded." Capcom also continues to aggressively pursue parallel litigation against Data East in Japan.

(Ed. To cut through all the legal jargon, this whole lawsuit boils down to the issue of copying. Capcom felt it was necessary to bring up a lawsuit, since they felt the characters and special moves in Fighter's History were a direct copy of the well-known Street Fighter II family. Take a look at the two-page Special Feature on Fighter's History and judge for yourself. Now that both sides have spoken and although the Court hasn't ruled a decisive victor, it looks as if you, the consumer, will be a different kind of judge. When both games hit the store shelves, which game are you going to rush out and buy, Fighter's History or Super Street Fighter II? Is this a case of the little guys beating the giants? Only sales will tell. The bottom line is that while they're under litigation, Data East will be bringing out Fighter's History and the choice will be yours.)



Street Fighter II **Fighter's History**



WE OWN THE STREETS THIS SUMMER.

GENESIS

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

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INTERFACE
LETTERS TO THE EDITOR

THINK AGAIN!

I read in your February EGM that Sega was debuting the new Genesis CD-X. I think the system is going to be great. I mean, after all, you will get to play from hundreds of games and CDs. Question: What's wrong with the system? Answer: No Screen! I think Sega has just committed a very serious crime. A portable system with no screen is a big mistake! Here's some advice for Sega: Think again! Sure it's great that you can use all the games on it. Another thing that bugs me is the price. I mean, 400 bucks is nuts. Sega, don't think you're going to see the unit as fast as Sonic. Think again.

Raul Mendiola
San Antonio, TX



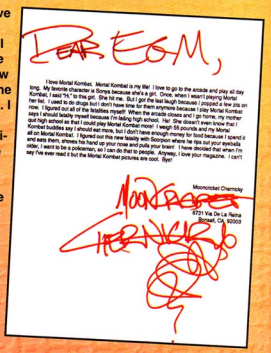
Will the Sega CD-X revolutionize the way we play games? Only time will tell.

(Ed. We're in complete agreement with you on this one, Raul. We were disappointed when Sega never developed a portable Genesis system and hearing rumors of a portable Sega CD seemed cool. However, the absence of a screen seems rather futile. Granted, the addition of a nice LCD screen will have added weight, size, and most notably cost, many consumers would be happy to fork out some extra cash to get a portable Genesis and Sega CD. As it seems now, the CD-X looks like it will end up being a high-tech toy for those who don't own a Genesis or a Sega CD. While it is nice that it can be used as a portable CD player, who would want to lug around a $400 compact disc system, especially when you can buy a portable CD player for less than 100 bucks nowadays. The biggest question on a lot of minds out there must be if Sega will introduce a way to hook the CD-X to the Game Gear so you can picture. It sounds like a great idea and it will be interesting to see what turns up.)

PSYCHO
LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition EGM T-shirt proclaiming your fondness of and psychosis to video games!

I love Mortal Kombat. Mortal Kombat is my life! I love to go to the arcade and play all day long. My favorite character is Sonya because she's a girl. Once, when I was playing Mortal Kombat, I said 'Hi' to this girl. She hit me. But I got the last laugh because I popped a few zits on her fist. I used to do drugs but I don't have time for them anymore because I play Mortal Kombat now. I figured out all the fatalities myself! When the arcade closes and I go home, my mother says I should 'fatality' myself because I'm failing in high school. Ha! She doesn't even know that I quit high school so that I could play Mortal Kombat more! I weigh 55 pounds and my Mortal Kombat buddies say I should eat more but I don't have enough money because I spend it all on Mortal Kombat. I figured out this new fatality with Scorpion where he rips out your eyeballs and eats them, shoves his hand up your nose, and pulls out your brain. I have decided that when I'm older, I want to be a policeman so I can do that to people. Anyway, I love your magazine. I can't say I've ever read it but the Mortal Kombat pictures are cool. Bye!


Dear EGM,

I love Mortal Kombat. Mortal Kombat is my life! I love to go to the arcade and play all day long. My favorite character is Sonya because she's a girl. Once, when I wasn't playing Mortal Kombat, I said "Hi" to this girl. She hit me. But I got the last laugh because I popped a few zits on her fist. I used to do drugs but I don't have time for them anymore because I play Mortal Kombat now. I figured out all of the fatalities myself! When the arcade closes and I go home, my mother says I should fatality myself because I'm failing high school. Ha! She doesn't even know that I quit high school so that I could play Mortal Kombat more! I weigh 55 pounds and my Mortal Kombat buddies say I should eat more, but I don't have enough money because I spend it all on Mortal Kombat. I figured out this new fatality with Scorpion where he rips out your eyeballs and eats them, shoves his hand up your nose and pulls your brain. I have decided that when I'm older, I want to be a policeman, so I can do that to people. Anyway, I love your magazine. I can't say I've ever read it but the Mortal Kombat pictures are cool. Bye!

Mooncricket Chernicky
6721 Via De La Reina
Bonsall, CA 92003

Congratulations go out to Mooncricket Chernicky of Bonsall, CA, for his love of Mortal Kombat and his career in law enforcement. Your T-shirt is on its way. Just try not to sell the shirt to get arcade tokens, OK?

WHAT EVER HAPPENED TO...?

Whatever happened to Mortal Kombat for the Sega CD? I've seen it in my magazine twice and I've seen it in the black and white ads in the back of the magazine. It was supposed to be released in December, but I haven't seen it in a review or on store shelves. My friend says Acclaim folded under the pressure of all the controversy and will not release it. Is this true? I am also considering the purchase of a Neo•Geo and when I see it in the black and white ads in your mag I see a 'Gold System' for about $500.00 and a 'Silver System' for about $350.00. Could you please tell me the difference between the two, other than 150 bucks?!

Kevin Ferguson
Warren, MI

(Ed. Kevin, Mortal Kombat for the Sega CD is alive and well and you'll find it as a Fact File in this very issue. Acclaim hasn't folded under the pressure of the media, since this one still contains all the blood and gore like the Genesis version. This game has all the same characters and stages, plus a lengthy video sequence from the popular TV commercial. The gore and fatalities no longer need to be accessed with a code since it has an MA-17 rating. The Neo•Geo Gold System is the most popular version. The whole setup comes with the Neo•Geo system, two controllers, and one game. The Neo•Geo Silver system contains the Neo•Geo and one controller, no game. For those who dislike the pack-in games or don't have the money for the Gold System, would do well to get the Silver System; otherwise, the Gold System really is the best value for the buck.)



Mortal Kombat for the Sega CD is here! Turn to the Fact File for more information!

Los Angeles 2053:

Air so hot and filthy, you sweat toxic waste.
Streets so mean, murder is an act of mercy.
It's a perfect place for the dragon.

Rise of the Dragon



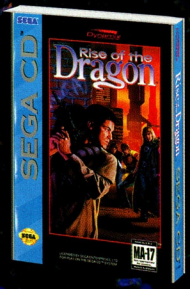


He controls the streets with terror. He rules the underground with his sweet poison. And, by the way, this animal's got your girlfriend.

You're William 'Blade' Hunter, an ex-cop doing grungy private-eye work in a seedy city. Now, the mayor, who took your badge for not going by the book, wants you to throw out the book and terminate the Dragon.

As 'Blade,' you must conduct the most desperate investigation of your life. In five days, cover the entire city, challenge everyone—and trust no one.

Use any weapon you can lay your hands on and every dirty trick you know to outsmart a complex cast of characters and end the Dragon's vicious reign.



OFFICIAL SEGA SEAL OF QUALITY

SEGA CD

This official seal is your assurance that this product meets the highest quality standards of Sega.™ Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.

Available at retail or call 1-800-757-7707.

Rated by V.R.C.
MA-17
Not appropriate for minors.
Mature Audiences

Dynamix
PART OF THE SIERRA FAMILY

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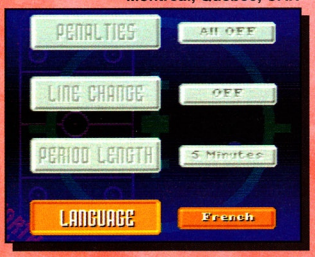
INTERFACE
LETTERS TO THE EDITOR

MULTIPLE LANGUAGES

I'm a faithful reader, although I have never written to you before. I want to refer this particular question to your review of NHL Stanley Cup (**EGM** #55, p.36). You wrote: "Why is there a selection for French dialogue?" Where I live, there are over 6 million French-speaking people. That means we make up for 2 percent of the North American population. It's very hard to survive in this English world and to preserve our culture. Maybe one day we'll all be assimilated to your English system, but for now, we try to resist. Try answering this question. In the history of video games, how many had the option for French dialogue in them? I think NHL Stanley Cup is the second game that does. Two out of hundreds and hundreds.

Do you find that too many? Young children who don't know English yet are having fun for the first time with this game. I'm sure they're waiting for the first bilingual RPG. Many children between the ages of eight and 12 are not playing wonderful games like Zelda because they can't read the text. So stop thinking about yourselves guys, you're not alone in America.

Sylvain Leroux
Montreal, Quebec, CAN



NHL Stanley Cup offers a choice between the languages of English or French.

(Ed. The purpose of our statement wasn't to bash the idea of having multiple languages in video games. In fact, we think it is a terrific idea that many companies just haven't capitalized upon. The reviewer was merely surprised at the fact you could change languages, something that isn't too common in video games. A few games that we could think of did offer multiple languages, including Gaiares from Renovation and McDonald's Treasure Land from Sega. Both for the Genesis, they allow you to change from English to Japanese. Where in the World is Carmen Sandiego? and Where in Time is Carmen Sandiego? from Hi-Tech Expressions for the Super NES and Genesis offer five language choices: English, French, Dutch, Italian, and Spanish. An interesting side note is that American Softworks was planning on introducing Chavez Boxing for the Super NES with all the text and speech in Spanish! And let's not forget about the Neo•Geo. As many people already know, nearly all of the Neo•Geo games are bilingual. Although you can't change languages through a typical options screen, if you take an American Neo cartridge and plug it into a Japanese Neo•Geo, the language will change to Japanese, and vice versa. As you can see Sylvain, there are companies out there who understand your dilemma. When we point out something like a language change in a review or a Fact File, there's no need to take it personally, it's just something that happens to catch our attention.)

EGM! SPECIAL ASSIGNMENT!

Get your pens and pencils ready! The next assignment is to draw what you think would happen if popular video game characters actually attended the hearings on video game violence. Below are the winners of the 'Holiday Photos' contest from EGM #55.



Lyle and Michael Haakenson
Davenport, IA.



Chad Laubach
Emmaus, PA.

WHAT IF!

Ever had a revelation? OK, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

...Scorpion entered the javelin throw in the Olympics?
Fred Balordi, Everett, MA

...People on Mars were getting your magazine through space mail?
Hugo Martinez, Houston, TX

...We ever found out what Insect Politics really means?
...Q-Mann had no gossip to write about?
Stephen Gonzales, Miami, FL

...Shower curtain rings from all over the world decided to wipe out the human race?
...There was a game called Tonya Harding Battle Figure Skating?
Ryan McCormick, Setauket, NY

...Nintendo was in charge of a blood bank and replaced the whole supply of blood with sweat?
Brian Guse, Hopewell Jct., NY

...Goro and Zangief got into an arm wrestling match?
...Someone put a refrigerator magnet over Kano's eye?
Robert Koecher, Chalfont, PA

...Reptile choked on his opponents' head?
Jeff Grunder, Clark, NJ

...Shang Tsung morphed into Bill Clinton and ran the country?
...Barney was a co-star on the *Beavis and Butt-head* show?
Andrew Gatschet, Philadelphia, PA

...Video games started to complain about violence in Congress?
...Ripley popped out of an alien?
B.J. Tyson, Henderson, TN

Send your 'What If's' to:
EGM What If's
1920 Highland Ave. Suite 222
Lombard, Il 60148
Or include your 'What If's' as a P.S. on a letter or postcard you're sending in.

CATS have nine lives. Unfortunately, YOU have a DOG.

ROCKO'S MODERN LIFE™



Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part cow, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

SPUNKY is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

He's YOUR dog. NICKELODEON He's YOUR problem.

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VIACOM NEW MEDIA


THEM
YOU

The Jaguar 64-Bit System.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

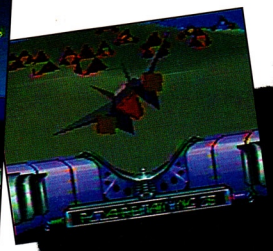
We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your way out. Not to mention the 17- button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.







"Game of the Month"
– Diehard Game Fan

The Galactic War Has Begun.

Do you know where your pods are?

CYBERMORPH™

The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriffon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

Fire Good. Losing Bad.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI®
MADE IN THE USA

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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JAGUAR™ 64-BIT.

THE MOST POWERFUL HOME VIDEO GAME SYSTEM EVER INVENTED.

"Perfect"
–Electronic Gaming Monthly

MILITANT ALIENS.

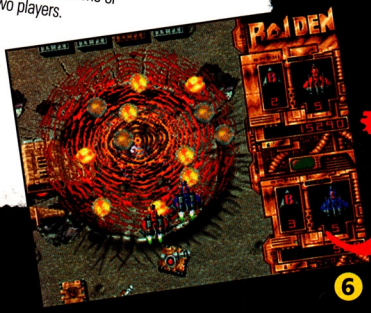
You can't live with 'em. You can't play without 'em.

RAIDEN®

Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.



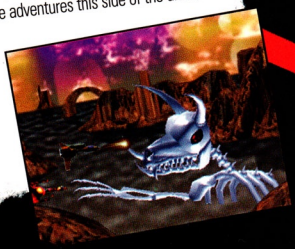
THE NAME IS MCFUR. TREVOR MCFUR.

TREVOR MCFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

With your trusty sidekick, Cutter, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.

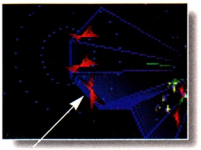


JAGUAR™

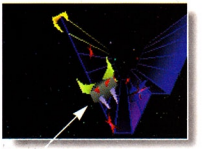
64-BIT GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

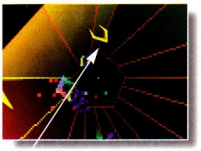




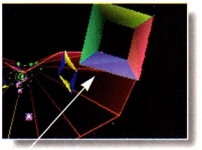
Flippers. *Don't let the innocent name fool you. Once they flip onto you, they'll suck you down pronto.*



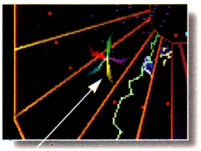
Demon Heads. *Intergalactic bad-asses. When you shoot one, its horns live on. Nasty little trick.*



Pulsars. *The electric eels of the cosmos. They electrify corridors. If you're on the corridor, you fry.*



UFO'S. *Now you're surrounded. UFO's fly above the web and you've got to get above them. Good luck.*



Fuseballs. *The scumballs of the universe. If a fuseball touches your blaster, you're history.*



Warp Bonus Round. *Too weird to describe. Just get there and zone out for some serious points.*

TEMPEST 2000™

Tempest 2000 is an intergalactic shooting gallery in hell. You've never had so much coming at you so fast in so many colors. Named the "Best of Show" at CES, you'll explore 100 enemy-packed galaxies, experience outrageous Melt-O-Vision™ graphics and powerful 3D polygons, and be driven to a frenzy by an original techno-rave score. There's even an optional two-player mode. Don't forget, Tempest 2000 can only be played on the powerful Jaguar 64-bit system by Atari. With all this action, no other system could handle it. Yes, you have a chance to survive. Yes, it's a slim one.

JAGUAR™ 64-BIT

DO+THE MATH

Game tips and hints: **1-900-737-ATARI**. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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ATARI MADE IN THE USA

INTERFACE
LETTERS TO THE EDITOR

HANDICAPPED GAMERS

I have been in a wheelchair since the age of eight and I became an ardent video gamer at the age of 12. Because I could not play in any sport or engage in any activity requiring physical exercise, I turned to video games for entertainment. I have since become the local video game champ and advisor, and am the proud owner of several game systems, along with over 100 games. While I enjoy playing games at home, I long to play the latest arcade games and this is where my problem arises. Muscular Dystrophy, my handicapping condition, makes my arms difficult to use. Even though I can control all of my home games, arcade controls are often too high and/or poorly arranged for people like me to use. I am sick and tired of being embarrassed in public and wasting other players' time because I can't reach or move the controls. I usually start out OK but then my arms get tired. I hold my own on the home gaming front but I think I have the right to be able to play games in the arcade. Isn't there some way to make a 'handicapped accessible' arcade machine? If not, why doesn't somebody design one? I'd really appreciate any feedback or information you people could give me. Thanks for your time.

Jim Lafayette
Norwich, CT

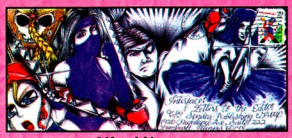
(Ed. To my knowledge, I have never seen an arcade machine that is easily accessible for handicapped persons such as yourself. I'm sure that creating such a machine wouldn't be too much of an effort for arcade manufacturers. Do you remember when Nintendo addressed the problem a long time ago? They produced a controller that you would wear on your body and use your mouth and chin along with sucking and blowing actions to move the joystick and activate the buttons. While an idea like this may not be suitable for arcades, it may just be best for designers to lower the joysticks and buttons to a height that would benefit wheelchair users. How about it? If there are any arcade manufacturers addressing this problem, or if anyone has developed a good solution that has been marketed for arcade use, drop us a line. Everyone should be able to enjoy the arcade and the thrill of these games should not only apply to non-disabled people, but handicapped people as well.)

EGM ENVELOPE ART!



Mike Sverchek
Los Angeles, CA

What do you get when you cross a Michelangelo with a Mario? You get EGM's envelope art! Send us your best scenes and if you get first place you could win a FREE Fire Stick donated by G & C Joystick Mfg. Only in the Biggest and Best Video Game Mag! Intensity 101!



Alfred Nguyen
San Jose, CA



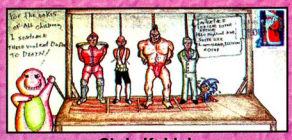
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Tremaine L. Heard
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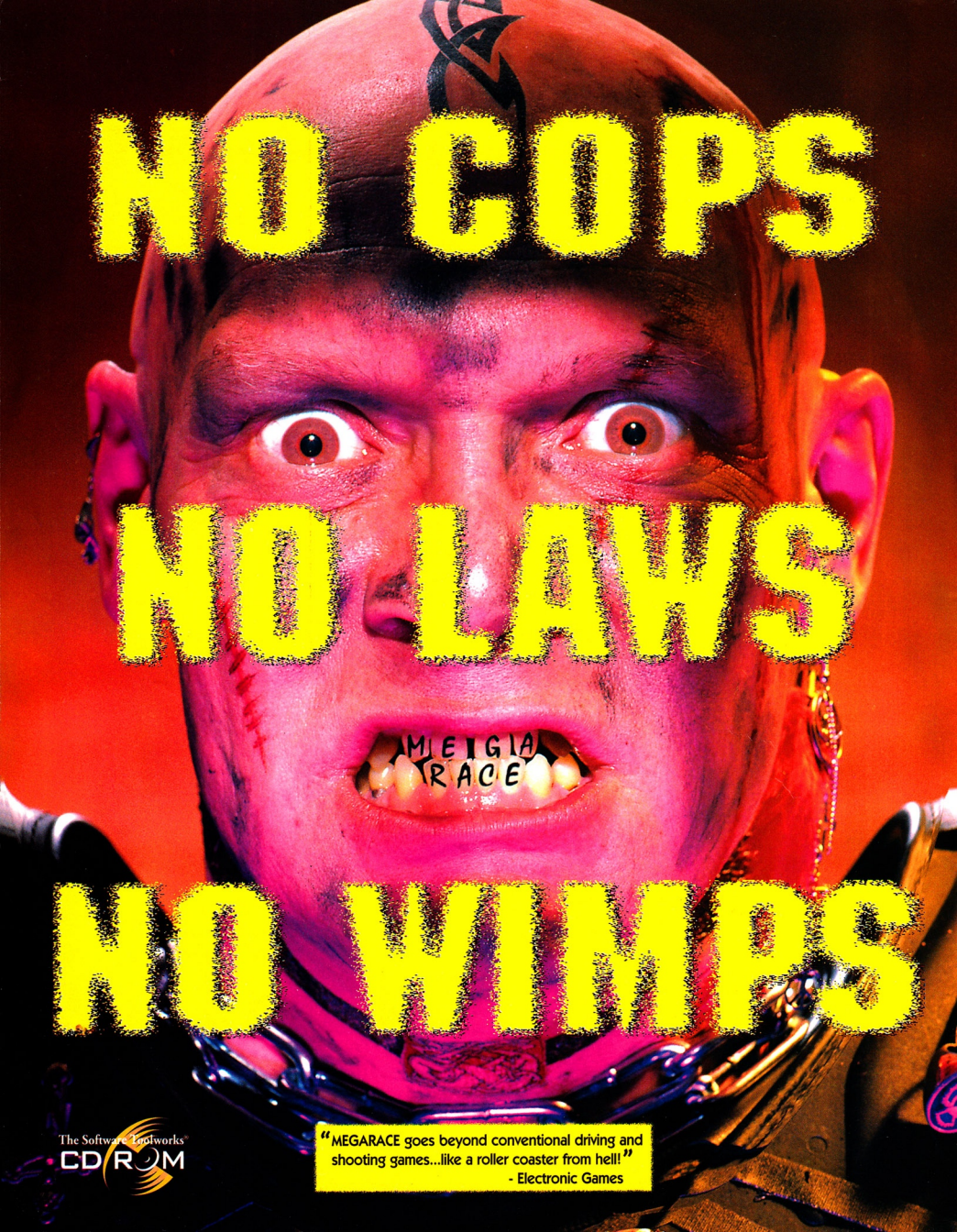
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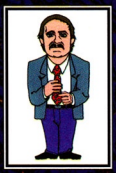
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REVIEW CREW

33 GAMES REVIEWED!!!

Fatal Fury 2, Flintstones, Rocko's Modern Life, Liberty or Death, Knights of the Round, Mega Man Soccer, Wizardry V, MLBPA Baseball, Spectre, Grind Stormer, The Incredible Hulk, Tomcat Alley, S.O.S., NBA Showdown, Jeopardy! Sports (Gen), Double Dribble, Asterix the Gaul, Super Wing Commander, Might & Magic III, Black Bass: Lure Fishing, World Series Baseball, Pirates of Dark Water, Romance of the Three Kingdoms III, Third World War, Heimdall, Aladdin (GG), Poker Face Paul: Blackjack, Ninja Gaiden III, The Horde, John Madden Football, Chase HQ 2, Choplifter III, Jeopardy! Sports (GG)

MEET THE REVIEW CREW!



ED SEMRAD

Talk about a world traveler ... Ed hasn't had his feet on the ground for weeks. In fact, he now prefers levitation compared to walking. Usually he's more down to earth.

Current Favorite Games:
Fatal Fury 2; Tempest 2000; Fire Emblem



DANYON CARPENTER

Dano's in hot water now! It seems that the government has found out that he really *is* an alien invader, and they are planning on dissecting him to see his innards.

Current Favorite Games:
Dragon Ball Z 2, Super Wing Commander



AL MANUEL

What can we say? This guy once was an elite assassin before he came here. Now, he just wants to kill games. He's a ruthless bugger with an axe to grind. Grrrrrrrrr...

Current Favorite Games:
Fatal Fury 2; R-Type 3; NBA Jam SNES.



SUSHI-X

At the ACME show, the company spy was checking out the latest in arcade action. He spent a lot of time on fighting games, but we had to drag him from Gals Panic 2.

Current Favorite Games:
SF II Turbo; Gals Panic 2; World Heroes 2 Jet



MIKE WEIGAND

Now that the snow has finally melted away, Major Mike has found lots more to do—like mastering the awesome Zanretsu-Ken on SNK's new Art of Fighting 2!

Current Favorite Games:
Dracula-X; In the Hunt; Fatal Fury 2 (SNES).

GAME OF THE MONTH

Super NES	Takara
Fatal Fury 2	
Fighting	Release: Now
Levels: N/A	24 Meg







ED SEMRAD

When I first heard about this game, I was filled with dread. I didn't think Takara would be able to pull this translation off. I was wrong. Fatal Fury 2 has all the moves and sounds of the Neo version, plus there's a way to play as the Bosses! This is one of the best fighting games around for the Super NES and shouldn't be missed. Only the music suffers a bit. It's a small price to pay for such an awesome game.

DANYON CARPENTER

Fatal Fury 2 came off better than expected. This terrific translation offers all the fighters, all the moves, and all the fun of the original arcade version. The control is absolutely flawless and the timing for all the special moves is precise. My only gripe would have to be the music, but it's not bad enough to warrant the volume being turned down. Overall, this is a great game and worthy of the original it came from.

AL MANUEL

Takara has really gone all out on this one. They have made one of the best arcade-to-Super NES translations with very little missing from the original. All the awesome moves and great graphics are here as well. The big bonus is the ability to play as the Bosses with the use of a secret code. The only bad side to the game is the slight drop in music and sound quality. This game is just too cool to pass up.

SUSHI-X

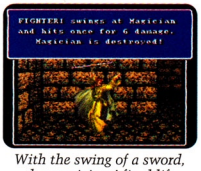
One of the better fighting games ported to the Super NES, Fatal Fury 2 is sure to keep all fighting fans busy, including yours truly. The graphics and playability are a great reproduction of the Neo•Geo version. The sounds could be a bit better but the game doesn't suffer from it. To top it off, the Boss Code allows you to choose the other four characters, giving you even more guys to master. Fighting fans must check it out!

MAKE PLANS FOR A HEART ATTACK.

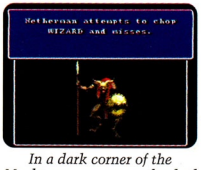
Before you decide to descend into the deepest levels of the vortex, you should know that your strength, courage and intellect will be tested like never before. You've learned that the kingdom of Llylgamyn is being threatened by an unnatural, magical vortex forming deep within the caves below the castle. There, forces are holding the magical Gatekeeper, who is desperately needed for the health and prosperity of the kingdom. Without him, plagues and general chaos reign.

To find the vortex, you must face many dangers and evil enemies. If you question carefully and seek advice, you'll find the leader of the Brotherhood and learn vital secrets of the Orb. If you use careful planning and strategy, you'll make it through the hazards, and find the trapped, magical prisoner. But, even if you make it that far, you must still attack the Heart of the Maelstrom, where the nexus of the forces holding the Gatekeeper reside.

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Wizardry VI®

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

Knights of the Round
Capcom / Super NES

This is another side-scrolling, hack-and-slash medieval adventure where you can choose from one of three fighters. The two-player simultaneous is a big plus, and the Bosses are challenging. A good translation of the arcade.

9	7	7	8	7
ED	DANO	AL	SUSHI	MIKE

Mega Man Soccer
Capcom / Super NES

A good soccer game, with Mega Man as the main selling point. The game is incredibly playable, with the great option of selecting teammates who are friends and foes alike. This will keep you and a friend playing for hours!

7	7	6	7	7
ED	DANO	AL	SUSHI	MIKE

Wizardry 5
Capcom / Super NES

A faithful adaptation of the old computer adventure game. This is a very slow-paced RPG. There are plenty of options, but this cart is for gamers who like more deliberate strategy RPGs. This game is for fans of the genre.

5	7	5	6	6
ED	DANO	AL	SUSHI	MIKE

MLBPA Baseball
Electronic Arts / Super NES

Incredible Mode 7 effects are the highlight of this sports cart. The problem here is the shots of the field are too narrow and confined, so you don't get the "big picture" that you should. Nonetheless, the game plays very well.

7	6	6	6	7
ED	DANO	AL	SUSHI	MIKE

Spectre
GameTek / Super NES

This is like the old arcade classic Battlezone. Using a first-person perspective, you zip around and fire at targets. One major problem is you can take several hits before even getting the enemy in your sights.

6	5	5	6	6
ED	DANO	AL	SUSHI	MIKE

Super NES	Taito
The Flintstones	
Action	Release: Now
Levels: 70	8 Meg



If you want a good action game, Flintstones delivers. The graphics and tunes reflect the cartoons brilliantly. There's lots of stuff to find and loads of technique. The cinemas are also well done. Here's the bad news ... this cart slows down way too much! Even when only a couple enemies are on the screen it happens. Other than that, the Mode 7 races are cool, and the control is perfect. It just needs to be sped up a bit.

8

The Flintstones is kind of cool. Although it seems a bit strange having to roll an on-screen die to move around the map, the concept is different. The graphics are nice and cartoony while the music is very catchy. However, there are some complaints. The game really slows down at odd points in the levels and the game is very easy to beat. Other than that, The Flintstones is a decent Super NES title.

7

Flintstones is one of the more entertaining games to come out for the Super NES. It's a treat for the eyes with super graphics that capture the look and feel of the Hanna Barbera classic. Even the sound is an excellent match to the famous theme song. The game plays as good as any game should with a lot of little techniques to learn. It's too bad that the game slows down too much. It would've gotten a higher score.

8

Flintstones has a fresh type of interface that resembles a board game. Each spot you land on is different which develops some strategy as you play. The action scenes are fun to play and are filled with very colorful graphics. Sounds are also up to par as is the control of your character. There are plenty of techniques to master to keep you playing and the great renditions of the classic characters keep you interested.

8

Super NES	Viacom
Rocko's Modern Life	
Puzzle	Release: Now
Levels: N/A	12 Meg



Rocko certainly isn't a kids game. This game is a challenge for even the best of players. Sometimes too much so. The visuals and voice are directly from the show, and capture its spirit. The cinemas are among the best around. Sometimes it's a little hard to get Spunky where you want him to go. If you're looking for a game that you won't beat in one sitting, Rocko's Modern Life will come through for you.

8

Those who've seen the hilarious cartoon will know what to expect from this game. It's filled with all the wonderful humor and fun a game like this can offer. The puzzles are tricky and get downright brutal in later levels. The digitized voice and catchy tunes are a real treat to listen to as well. If puzzle games are your hot ticket, then Rocko's Modern Life will certainly not disappoint you. I'll be playing this one for a while!

8

I'm not a regular viewer of the show, but that's not why I don't like this game. I'm just not into action games where you must complete tasks to clear a stage. I found the game tedious. Granted the graphics were very good with characters directly from the TV show. The sounds were exceptional with voices digitized as well. The challenge and difficulty is good, but they just weren't enough to get me to like it.

6

I can understand the appeal of the characters but I never got into them like Ren and Stimpy. The game has some very challenging puzzles, but they often become frustrating before you can get control over your little buddy. I enjoy puzzle games but this one was a bit taxing, rather than being enjoyable. The graphics and sounds are good but unless you really enjoy the characters, you might just want to give up.

6

Genesis	Koei
Liberty or Death	
Strategy	Release: Now
Levels: N/A	16 Meg



This type of game normally appeals to me, but Liberty or Death seems to play quite slow. I don't get the feeling of being in control and the events don't seem all that connected. The graphics are very good and I really liked being able to play as the British. The strategy part of the game is very well done and if this is your type of cart, you better plan to set a lot of time aside for it because once you start you won't stop!

7

Koei has never been one to let me down when I wanted a good strategy game and Liberty or Death is another heavy hitter. While the story doesn't really excite me, this one will definitely keep you glued to the TV set for hours on end. You get total control over the troops, money allocation, and territory control. This is a great time warp back to the early days of American history. It's worth a look.

8

I dread the time when I have to review these types of games, because they are just not the kind I get into. Like most of the games that are like this, I found Liberty or Death to be a slow-paced war simulation. The graphics could have been better as well as the music and sound. On the plus side, this game comes out on the positive as an aid to a student's history lesson, but overall, it's just not my type.

5

War simulations are made for a very particular type of person and, unfortunately, I'm not that type. Granted there is a lot to do and plenty of strategy, but the category as a whole doesn't catch my eye. This one in particular tries to give you a forced history lesson. I can see it appealing to fans of the genre, however the graphics aren't anything special and the particular options don't seem to interest me.

5

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

S.O.S
Vic Tokai / Super NES

A unique adventure game using the plot right out of The Poseidon Adventure. Get out of a passenger ship that has turned upside-down. Here you must use precise abilities other than kicking, jumping, and punching.

ED	DANO	AL	SUSHI	MIKE
8	7	7	7	7

NBA Showdown
Electronic Arts / Genesis

NBA Showdown has all the ingredients of a promising title, however, the action is very choppy, robbing this one of the fluidity and game play. Still, everybody's favorite team is here and sports fans will probably enjoy it.

ED	DANO	AL	SUSHI	MIKE
7	5	6	6	6

Jeopardy! Sports
GameTek / Genesis

Another good game show adaptation by GameTek (like the earlier Family Feud). However, unless you are a big sports fan, this game probably won't appeal to you because that is what all the questions are about.

ED	DANO	AL	SUSHI	MIKE
6	5	5	6	6

Double Dribble
Konami / Genesis

Double Dribble is an interesting entry into the basketball genre, but the game play lacks control and the game needs more fine tuning. The Password Option is good, but overall, the game just ends up average.

ED	DANO	AL	SUSHI	MIKE
6	5	5	5	5

Asterix The Gaul
Sega / Genesis

A colorful, but incredibly frustrating side-scroller where you can pick from two characters. The control is less-than-precise, making those precision jumps very maddening. However, the Password Option helps.

ED	DANO	AL	SUSHI	MIKE
5	6	5	5	5

Grind Stormer

Genesis | Tengen

Shooter	Release: Now
Levels: 6	8 Meg



This reminds me of the Golden Age of the Genesis shooters. This game would easily be the cream of the crop a few years back, and by today's standards, rates right up there. Unlike a lot of shooters, this one gives you a constant challenge from beginning to end. The graphics are top-notch, with power-ups that are really helpful. The sound of your shots is extremely annoying, but it's a minor flaw.

Shooters are pretty rare these days so it's nice to be able to review one. Grind Stormer doesn't offer anything new in terms of weaponry or enemies, but the game does offer a challenge with its fast-paced game play and hard difficulty. The music and sound effects get old really quick and the game flickers a lot when the screen is filled with enemies. At best, Grind Stormer is above average.

It's too bad that this game didn't come out a few years back. This is the type of shooter that would have won shooter of the year, but the problem is that there are too many weapons that we all have seen already, like a wide weapon attack and a homing weapon. Yes, they are cool and powerful weapons to have, but are not anywhere near original. Aside from this, it's a good shooter that can stand on its own merit.

Here is a good shooter that has all the standard types on weapons and power-ups, but doesn't really have any new gimmicks to catch your eye. This is not to say that the game isn't good. As a shooter, the graphics are very good and it plays as well as any other. Any shooter fan would be glad to add this to their collection. I hope shooters start to make a comeback among all these fighting carts.

The Incredible Hulk

Genesis | U.S. Gold

Action	Release: July
Levels: 5	16 Meg



The Incredible Hulk is very cool to look at, but the play control needs to be better. You almost get hit by everything the enemies throw at you. Trying to pick up items quickly can get aggravating. The sounds are nice, and the graphics of the Hulk himself look like they're from the comic series. If you are a hard-core gamer, you might like this one but the difficult control will probably give even experienced gamers a problem.

What we have here is a game with great graphics, animation and sound plagued by difficult control, plus way too many cheap hits. Since the Hulkster has no defensive moves like blocking, you end up inching your way toward enemies just to hit them. All the different attacks Hulk can perform on enemies are great. The problem is that they're so hard to execute, you end up getting frustrated in the long run.

If you're expecting a game loaded with decent graphics, good sound effects, and some very cool moves from the Hulk, you've come to the right place. But if you are looking for a game with good game play, you might as well move on because this title is definitely lacking in this department. You get hit so easily during each stage. The enemies shoot almost a steady stream of bullets that you can't avoid. Unfair.

I'm surprised they didn't do more with the Hulk. There seemed to be a lot of moves on later levels, but at first, the game is frustrating and only has a simple punch and throw. The game could use a few more type of enemies and more types of weapons or power-ups to interact with. The Incredible Hulk has a lot of possibilities, but they weren't fully exploited. The graphics were decent but it needs more game play to help out.

Tomcat Alley

Sega CD | Sega

Simulation	Release: Now
Levels: N/A	CD-ROM



Tomcat Alley isn't what you'd quite expect. You really don't fly your plane. Instead you operate things like the firing mechanisms and chaff dispensers. The access time is carefully masked, so even the most careful eye will probably miss it. The graphics are really well done, and for once, you see the whole screen. If you don't mind the play mechanics, you'll probably enjoy Tomcat Alley. It's different but good.

Aaargh, another full-motion video game! If you've played Night Trap or Double Switch, then you've played Tomcat Alley. Seriously though, this game is pretty cool. The first thing you'll notice is that the video is full-screen, a Sega CD first. However, this makes the video very blocky and often hard to see. There are tons of video clips so it's rare that you'll see the same one over and over. Overall, this game is more of the same.

Tomcat Alley is nothing I would run out to buy at first sight. At a glance, you are treated to a long cinema, a la Top Gun. After that, it's pretty much downhill. You never really get into a self-flying mode since it's not as interactive as one may think. All you do is move a cursor on the screen. The graphics are okay but the sound is poor for a CD game. About the only thing I like is that it uses the entire TV screen.

Instead of a flight sim, this is more of a live-action game. There are tons of scenes with decent digitized action, but you mainly control a point-and-shoot type of game rather than fly around. The game hides its access time really well by showing a scene to keep your mind off of it ... nice trick! Also there are multiple scenes for explosions to prevent it from getting tired. A good attempt, but not my style.

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DATA EAST

It all began when

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



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asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.

HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine Ultimate Mortal Kombat.

ascipad SG-6 (Genesis) Six buttons, and killer styling. Black belt not included.

Soon, I had 'em all rounded up, and boy, were they faced. I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

ASCIIWARE™

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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

GA — World Series Baseball — Sega / Genesis

World Series Baseball is one of the better baseball games out there with great control, excellent voices, and plenty of teams to choose from! With two players, it is even better! The scoreboard has excellent cinemas.

ED	DANO	AL	SUSHI	MIKE
8	7	8	7	6

GA — Pirates of Dark Water — Sunsoft / Genesis

This game has a different layout from the Super NES counterpart. Pick from three warriors to battle it out in horizontal and vertically-scrolling stages. There are even some RPG-ish elements thrown in like interactive characters.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	7

GA — Romance III — Koei / Genesis

Another in-depth strategy game in the vein of Ghengis Khan and the like. The Eight-player Option is very nice, and the graphics are a nice complement. History fans will definitely want to check out some of these scenarios.

ED	DANO	AL	SUSHI	MIKE
7	6	5	5	6

MA-13 — Third World War — Extreme / Sega CD

A war simulator with several scenarios, where you can build a military and economic superpower, among other things. This one involves a lot of statistics and is geared more toward strategy lovers than anyone else.

ED	DANO	AL	SUSHI	MIKE
6	7	5	5	6

MA-13 — Heimdall — JVC / Sega CD

A unique puzzle type game with huge levels and a nice mix of action. This will probably keep one playing for hours trying to figure a way out of each room. The selection of different warriors is also a nice touch.

ED	DANO	AL	SUSHI	MIKE
7	7	6	6	7

3DO — Origin — Super Wing Commander

Simulation	Release: Now
Levels: 72	CD-ROM



Now this is what I want! Super Wing Commander is a top-notch flight simulator that anyone and everyone should pick up. One look at those cinema displays and you'll swear you're watching a movie. Once you get into the cockpit, the fun still doesn't stop. The control is superb and the Kilrathi opponents really know their stuff. If you love flight sims, this game will not let you down in any way, shape, or form.

Oh yes! This is how the 3DO should be. This classic game is even better than the PC version. The graphics are incredibly smooth and the cinema displays will knock you off your feet! Flight simulations are a true rarity and this game would be an excellent addition to anyone's 3DO wish list. The missions are truly challenging with a lot of variety and great computer opponents. A fantastic game!

Very cool, man! This is one good 3DO game. Super Wing Commander is loaded with some of the best visual graphics I have ever seen, especially in the cinemas which are a sight to see. The musical score belongs in the Top 10. The story is very cool too, keeping you gripped to the game. The only downside to it is the slight difficulty in dogfighting in space. Other than that, this is one fantastic piece of work!

After playing the original Wing Commander on the computer, I never thought a home version would come close. I have to admit that this game is just as good, if not better! The cinemas and graphics are utterly incredible. Real digitized voices and sound effects accompany the good scrolling and dogfight action. I've never really liked flight sims, but the look and playability of this game is great.

Duo — TTI — Might & Magic III

RPG	Release: Now
Levels: N/A	CD-ROM



This fantasy game just doesn't excite me. When out of the town, you get attacked every two steps by entire armies of orcs and goblins. Needless to say, most parties won't last a few feet outside. The music fits very well and the graphics are also good. I just didn't get the feeling of being there since the plot line isn't too hot either. There are much better RPGs on the market than this one. I'm passing it up.

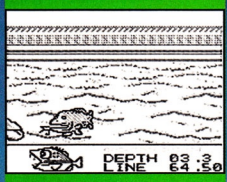
Role-playing games have always been my favorite type, but Might & Magic III is nothing to get excited over. Sure, it has a long and twisting plot but the aggravatingly slow play and the constant barrage of enemies with nearly every step you take. The music would really help the score if the game didn't have so many faults. If the only system you own is a Duo and you must have an RPG, then check it out, but beware.

Hey! This isn't an anime RPG! Might and Magic III isn't really the type of RPG I can get into. I couldn't get into it simply because I found the pace of the game moved too slow, making me lose interest. I also didn't like the perspective where you would move one entire space at a time. It was too choppy and I got lost easily. Other that these, the graphics were OK and the music was very good.

Recently I've been getting into RPGs more and more, but I've never had an affection for first-person perspective RPGs. Admittedly, the graphics and sounds are top quality but the perspective gets real repetitive for me. I prefer a game where you can see your entire character, such as Mana. However, this is a faithful reproduction of the computer version and fans of this series will like it just as much.

Game Boy — Hot-B — Black Bass: Lure Fishing

Simulation	Release: Now
Levels: N/A	1 Meg



I never thought that I'd like a fishing game, much less one on the Game Boy. The lures don't really seem all that different from one another, but reeling the fish in is a real treat. The scrolling when you reel the fish in has good scaling (no pun intended.). The sounds are simply average. Surprisingly this game plays well, and your line only snaps once in a while. This is the type of game that grows on you.

I'm no top fisherman but what we have here is a cool game that is just getting old. The original versions from a few years back were fabulous for their time. Although it's on the Game Boy, there's no blurring but color really does have its place in fishing. The lure selection is good and the other options really help out. I guess this would be a good game to bring along on a fishing trip. At least you'll catch something!

Personally, I think that fishing is a big bore. Unfortunately, I feel the same way about Black Bass for the Game Boy. Except for the title screen, I found nothing in the game that was appealing. Because of the Game Boy's graphic limitations, all the lures you use look alike. And you are better off playing with the sound off. Maybe if I was into the sport, I would like this game, but unfortunately, I'm not.

Oh boy ... let's face it, good old Sushi has never been a big Game Boy fan or fishing fanatic for that matter. So where does this game fall in my book? Well, there isn't any exciting action or technique short of all the fishing lures and reeling. The graphics are typical Game Boy and the sounds are of the same nature. I tried to give it a chance, but this is simply not my type of game or system!

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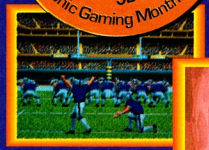
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REVIEW CREW

MAJOR MIKE'S GAME ROUNDUP

The Horde
Crystal Dynamics / 3DO

A very original title where you must defend your land by building traps, moats, etc. from a band of killers named the horde. This is a nice blend of action and strategy, and thrown in are some hilarious cinemas. Very well done.

ED	DANO	AL	SUSHI	MIKE
8	8	7	7	8

John Madden Football
Electronic Arts / 3DO

The eye-popping visuals are the highlights of this one. The control and execution of plays take practice to master, but the complete run-throughs of the teams (with excellent cinemas) make this a winner.

ED	DANO	AL	SUSHI	MIKE
9	7	6	6	8

Chase HQ 2
Taito / Game Boy

For a driving game, this one comes off rather well. The cops vs. robbers theme at high speeds was always an innovative one, and the title is done justice here. Things can get a little slow at times, but overall it's pretty good.

ED	DANO	AL	SUSHI	MIKE
6	6	5	6	6

Choplifter III
Extreme / Game Gear

This military action/strategy title holds its own on this portable version with good control and very good graphics. The levels are big, with lots of enemies and there are also plenty of weapons to use and hostages to pick up.

ED	DANO	AL	SUSHI	MIKE
7	7	6	7	7

Jeopardy! Sports
GameTek / Game Gear

A more or less a faithful conversion of the big brother Genesis version. The Two-player Option is a plus, and there are plenty of categories with questions to rack your brains over. Even the Daily Double rounds are here.

ED	DANO	AL	SUSHI	MIKE
7	5	6	6	6

Aladdin

Game Gear	Sega
Action	Release: Now
Levels: 7	4 Meg



Aladdin has great graphics for a Game Gear, and the music is among the best around. The chase scenes play particularly well, but the barrels are sometimes hard to see. The regular action sequences are a bit rough, however. Jumping isn't as fluid as it should be and it's hard to avoid the enemies. This is one of those must-have carts if you own this system. Simply a good game that's fun. Rare indeed.

Not bad, Sega. It's no Genesis conversion but it's still a blast nonetheless. At first play, I thought the game only consisted of the chase-type scenes, but I was happy to see that there were action scenes as well. The animation is very good although the levels seem to be a bit short. The tunes are OK, but hey, they're 8-Bit. If you buy one Game Gear game all year, Aladdin is definitely a good choice.

As a big fan of the movie, Aladdin hits right on the mark as one of the best portable games to come out for the Game Gear. As you play through the game, you will find that Aladdin is loaded with some exceptional graphics and cool backgrounds. The sound isn't half bad either. I like the controls and the way the game plays, although it was a little on the easy side. This is a fine choice for Game Gear owners.

This is unlike the 16-Bit versions, but it has an appeal all its own. Each level is a bit short yet they are interesting and still seem to follow the movie. There are some good cinemas and background graphics. Also, the music is pretty good for a portable. The controls and game play are simple and may not provide too much of a challenge but if you plan on taking a trip this is a good one to spend your time one.

Poker Face Paul: Blackjack

Game Gear	Sega
Simulation	Release: Now
Levels: N/A	1 Meg



It's a bit hard to get into Poker Face Paul. It just doesn't have that "human" feeling to it. As a result, I didn't find it all that exciting. The graphics are OK I suppose, and fit the subject matter well. Poker Face Paul is easy to play, and it's easy on the eyes. I just didn't find this title all that much fun to play, but then again, I'm not usually interested in these types of games. Only if it's your type...

Poker Face Paul makes a great travelling companion. Although I really suck at gambling as a whole, this game really helped to teach me the basics of Blackjack and really improved my game. What's with this MA-13 rating, though? Could this game really be that bad for kids? Oh well, gambling video games have never really come up to speed but this game has a few redeeming qualities to make it stand out.

I guess they'll make anything for a video game. Now they've got one for Blackjack. Poker Face Paul is a decent game for a card game. There are plenty of cool options to make it pretty interesting on those long road trips. The option to play in any of four casinos is useless because they all look the same. I can't say much for the graphics and sound, because I am not a big fan of portables. Just use a real deck.

It seems pretty simple to me to just make a Blackjack game. If this were coupled with a few other casino-type games, it might have a bit more staying power. As a B.J. game it's good but there is only so much you can play unless you get addicted to the game. The graphics are good and it plays well with all the options you would expect. Hey, I could have used this on the plane ride to Vegas for the Winter CES.

Ninja Gaiden III

Lynx	Atari
Action	Release: Now
Levels: 8	2 Mbit



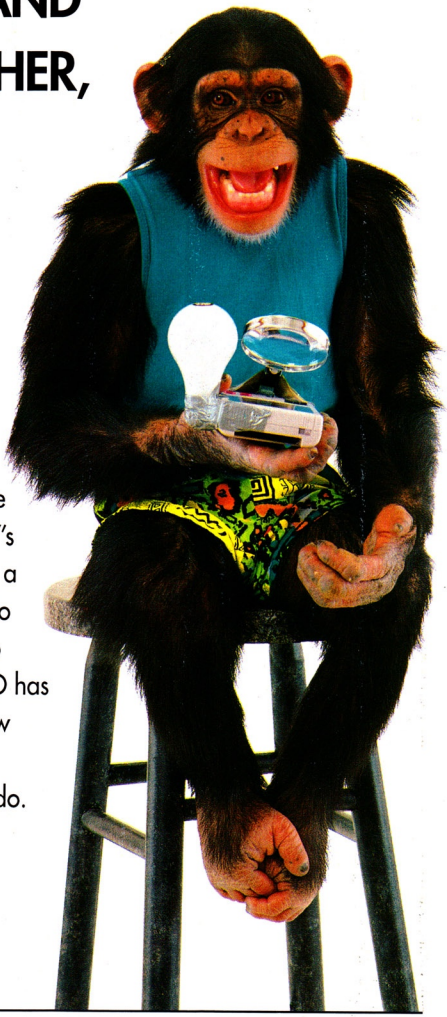
Ninja Gaiden plays a lot like the NES classics. The game plays especially well for the small screen. The blurring inherent to the system is pretty bad, particularly because your character is so small. The magic is really easy to use, and it helps out tremendously. Ninja Gaiden is a good title to pick up if you have a Lynx. If you can bear the blurring, you will be in for a real treat. Games like this don't come out often.

How's this for a surprise? Ninja Gaiden III is a decent translation from the popular series. Play control is very good with precise movements. The graphics are simply brilliant on the Lynx's great screen. There are lots of hidden surprises to find and the magic really helps out in tight situations. But, alas, the characters are microscopic, making the game almost a chore to play. A rare gem but a bit tarnished.

Ninja Gaiden is a game that the Atari Lynx has been longing for. Like its Nintendo counterpart, Ninja Gaiden has great game play that exceeds many of the other action games in this genre. The sound, although 8-Bit, is OK and gets the player hyped. The problem I run into is the small characters. They are so small that you can't tell where you are sometimes. Anyone with a Lynx should pick this one up.

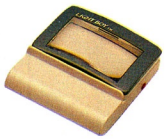
This game has some of the qualities as the NES version which had some fun action scenes. Game play is pretty decent for a portable but the character is a bit hard to keep track of due to its small size and somewhat blurry look. However, the sounds are decent and the control is pretty good. From one ninja to another it's an average game. If you're a fan of the series, then this portable cart is for you.

ANY MONKEY CAN PUT A LIGHT AND MAGNIFIER TOGETHER, BUT THERE'S ONLY ONE LIGHT BOY.



There's a certain charm to the light and magnifier our simian friend has managed to put together. And who would argue that the inexpensive parts he found around the house don't make for a cheap price. On the other hand, we think that you will appreciate LIGHT BOY's features including replaceable lights and a slim, portable design that makes it easy to open and attach to GAME BOY. We also think you will appreciate that NINTENDO has given LIGHT BOY its seal of quality. Now what about that monkey's copy? Well, monkey may see, but he doesn't always do.





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ELECTRONIC GAMING MONTHLY

THE HOTTEST VIDEO GAME MAG IN THE WORLD HITS TWICE A MONTH BEGINNING IN JULY

(more to come next month)

EGM's HOT TOP TENS

TOP TEN GAMES WITH THE BEST ENDING

Long gone are the days when the main goal was getting the high score on a game. The trend nowadays is to beat the game and see the ending to it. Beating a game gives you a greater sense of accomplishment, especially if the ending is good. Here are some games with really cool endings that are sure to make you laugh, cry, and kiss 60 bucks goodbye.



FINAL FANTASY II
SQUARE SOFT / SNES



VEIGUES TACTICAL GLADIATOR
NEC / DUO



PHANTASY STAR II
SEGA / GENESIS



METROID
NINTENDO / NES



RANGER X
SEGA / GENESIS



Y'S BOOK I & II
NEC / DUO



CONTRA 3
KONAMI / SNES



ZELDA 3
NINTENDO / SNES



ACTRAISER
ENIX / SNES



ART OF FIGHTING
TAKARA / SNES

EDITORS' TOP TEN



A serious case of Jam-itis is still infesting our office. There is no known cure yet, nor is one wanted!



#			
#1	NBA JAM / ACCLAIM		
SNES	2 Months	-	
#2	SAMURAI SHODOWN / SNK		
NEO	9 Months	-	
#3	DRACULA-X / KONAMI		
DUO	7 Months	-	
#4	MEGA MAN X / CAPCOM		
SNES	1 Month	Δ	
#5	THE NINJA WARRIORS AGAIN / TAITO		
SNES	1 Month	∇	
#6	FATAL FURY 2 / TAKARA		
SNES	2 Months	-	
#7	POCKY & ROCKY 2 / NATSUME		
SNES	2 Months	-	
#8	PUTT-PUTT GOES TO THE MOON / HUMONGOUS		
3DO	2 Months	∇	
#9	TEMPEST 2000 / ATARI		
JAG	1 Month	Δ	
#10	CASTLEVANIA BLOODLINES / KONAMI		
GEN	1 Month	∇	

READERS' TOP TEN

What's this? Street Fighter 2 Turbo knocked the bad boy on the block (MK II) off the number one spot after only one month! Get ready for a war between these two foes. The battle is sure to heat up in the coming months.

#1 STREET FIGHTER 2 TURBO / SNES



Turbo makes a shocking appearance at #1.

#2 MORTAL KOMBAT 2 / ARCADE



Will a new version have what it takes to put it back on top?

#3 STREET FIGHTER 2 / SNES



The original SF 2 has what it takes to stay in the ranks.

#4 ETERNAL CHAMPIONS / GENESIS



Sega's answer to SF 2 is making a comebacK.

#5 STAR FOX / SNES



FX technology makes this shooter an eye-opener.

#6 MORTAL KOMBAT / SEGA CD



The version CD owners have been waiting for.

#7 STREET FIGHTER 2 CE / GENESIS



Another SF2 version made the chart? Be still my heart.

#8 JURASSIC PARK / GENESIS



You won't find any of Barney's dino friends here.

#9 MORTAL KOMBAT / GENESIS



Maybe this section should be called Fighters' Top 10?

#10 ROBOCOP VS. THE TERMINATOR / GENESIS



A cop with more on his mind than just a jelly doughnut.



SLAY THE DRAGON OR YOU'RE FIRED.

How much havoc can one red dragon cause? Well, in the Land of Malus, Gildress has totaled entire villages with just a few sweeps of his iron tail. When five townsmen decide enough is enough, they set



The wizard treats the ogre to some fire of his own from a magical cane.

out to save their country from this wretched King of Dragons. Join in on the



This evil dragon shows no mercy when attacking the elf and cleric.

adventure, arming your party with weapons, armor and magic. Slash your way through the seemingly



endless creatures and hideous monsters that await throughout your journey. Reap the gold,



Ice and slime–just two of the weapons used by the three-headed dragon.

hidden treasures and other riches – your reward for restoring peace. This exact translation of the arcade hit is fiery fun. But don't blow it, or you'll really get burned.

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EGM's Hot Top Tens

Babbage's

America's Software Headquarters

The Top Ten information below is provided by Babbage's and is current as of March 15,1994

3DO

#1	JOHN MADDEN NFL / EA SPORTS	
	1 Month	Δ
#2	THE HORDE / CRYSTAL DYNAMICS	
	1 Month	Δ
#3	TOTAL ECLIPSE / CRYSTAL DYNAMICS	
	1 Month	▽
#4	ESCAPE FROM MONSTER MANOR / EA	
	1 Month	▽
#5	NIGHT TRAP / VIRGIN	
	1 Month	▽
#6	MAD DOG McCREE / CRYSTAL DYNAMICS	
	1 Month	Δ
#7	BATTLE CHESS / INTERPLAY	
	1 Month	Δ
#8	OCEANS BELOW / THE SOFTWARE TOOLWORKS	
	1 Month	Δ
#9	20TH CENTURY VIDEO ALMANAC / SOFTWARE TOOLWORKS	
	1 Month	Δ
#10	SAN DIEGO ZOO PRESENTS THE ANIMALS / SOFTWARE TOOLWORKS	
	1 Month	Δ

SUPER NES

#1	NBA JAM / ACCLAIM	
	1 Month	Δ
#2	LUFIA: FORTRESS OF DOOM / TAITO	
	1 Month	▽
#3	MEGA MAN X / CAPCOM	
	2 Months	-
#4	LETHAL ENFORCERS / KONAMI	
	1 Month	▽
#5	WINTER OLYMPICS / US GOLD	
	1 Month	Δ
#6	FLASHBACK / US GOLD	
	1 Month	Δ
#7	SUPER STAR WARS / JVC	
	1 Month	Δ
#8	STARFOX / NINTENDO	
	1 Month	Δ
#9	BILL WALSH COLLEGE FOOTBALL / EA SPORTS	
	1 Month	Δ
#10	BUGS BUNNY RABBIT RAMPAGE / SUNSOFT	
	1 Month	Δ

GENESIS

#1	NBA JAM / ARENA	
	1 Month	Δ
#2	SONIC THE HEDGEHOG 3 / SEGA	
	1 Month	▽
#3	MS. PAC-MAN / TENGEN	
	1 Month	Δ
#4	FIFA INTERNATIONAL SOCCER / EA SPORTS	
	1 Month	Δ
#5	NHL HOCKEY '94 / EA SPORTS	
	1 Month	▽
#6	MORTAL KOMBAT / ACCLAIM	
	1 Month	▽
#7	CLASTLEVANIA: BLOODLINES / KONAMI	
	1 Month	Δ
#8	PGA TOUR GOLF II / EA SPORTS	
	2 Months	-
#9	WINTER OLYMPICS / US GOLD	
	1 Month	Δ
#10	ROAD RASH II / EA	
	1 Month	Δ

SEGA CD

#1	DRAGON'S LAIR / READYSOFT	
	1 Month	Δ
#2	LUNAR, THE SILVER STAR / WORKING DESIGNS	
	1 Month	Δ
#3	THIRD WORLD WAR / ABSOLUTE	
	1 Month	Δ
#4	GROUND ZERO, TEXAS / SONY IMAGESOFT	
	1 Month	▽
#5	NHL HOCKEY '94 / EA SPORTS	
	1 Month	▽
#6	MAD DOG McCREE / CRYSTAL DYNAMICS	
	2 Months	-
#7	LETHAL ENFORCERS / KONAMI	
	1 Month	▽
#8	WWF RAGE IN THE CAGE / ACCLAIM	
	1 Month	▽
#9	STELLAR FIRE / SIERRA	
	1 Month	Δ
#10	SONIC CD / SEGA	
	1 Month	▽

GAMEBOY

#1	WARIO LAND / NINTENDO	
	1 Month	Δ
#2	KIRBY'S DREAM LAND / NINTENDO	
	2 Months	-
#3	TETRIS 2 / NINTENDO	
	1 Month	▽
#4	MORTAL KOMBAT / ACCLAIM	
	1 Month	Δ
#5	SUPER MARIO LAND / NINTENDO	
	1 Month	Δ
#6	SUPER MARIO LAND 2 / NINTENDO	
	1 Month	Δ
#7	TETRIS / NINTENDO	
	1 Month	▽
#8	KIRBY'S PINBALL LAND / NINTENDO	
	1 Month	▽
#9	FINAL FANTASY LEGEND III / SQUARE SOFT	
	1 Month	Δ
#10	THE SIMPSONS: BART AND THE BEANSTALK / ACCLAIM	
	1 Month	Δ

GAME GEAR

#1	NBA JAM / ARENA	
	1 Month	Δ
#2	X-MEN / SEGA	
	1 Month	▽
#3	WINTER OLYMPICS/ US GOLD	
	1 Month	Δ
#4	SONIC CHAOS / SEGA	
	2 Months	-
#5	MORTAL KOMBAT / ARENA	
	1 Month	Δ
#6	REN & STIMPY / SEGA	
	1 Month	Δ
#7	ECCO THE DOLPHIN / SEGA	
	1 Month	Δ
#8	JURASSIC PARK / SEGA	
	2 Months	-
#9	ROAD RASH / US GOLD	
	1 Month	▽
#10	COOL SPOT / SEGA	
	1 Month	▽



EGM'S HOT TOP TENS

REGISTER YOUR VOTE

Let the whole world know what your favorite games are and voice your video game vote! Call the special EGM Top Tens Hotline and register your own awards! Simply call the number below, select your favorite games from the listing, and power on! Then turn to next month's EGM's Top Tens to get the results! It's that easy! CALL TODAY!

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After calling the Hotline, follow the prompts and enter the number corresponding to your favorite games below. Also listen to the latest and greatest gossip!

1. SNES / STREET FIGHTER 2 CE TURBO
2. SNES / STREET FIGHTER 2
3. SNES / STARFOX
4. SNES / SUPER MARIO ALL-STARS
5. SNES / SUPER EMPIRE STRIKES BACK
6. SNES / MORTAL KOMBAT
7. SNES / SUPER METROID
8. SNES / SUPER STAR WARS
9. SNES / SUPER TECMO BOWL
10. SNES / STUNT RACE FX
11. SNES / ACTRAISER 2
12. SNES / SUPER STREET FIGHTER 2
13. SNES / AERO THE ACRO•BAT
14. SNES / YOSHI'S SAFARI
15. SNES / CLAY FIGHTER
16. SNES / JUNGLE BOOK
17. SNES / TMNT: TOURNAMENT FIGHTERS
18. GENESIS / ETERNAL CHAMPIONS
19. GENESIS / STREET FIGHTER 2 CE
20. GENESIS / JURASSIC PARK
21. GENESIS / MORTAL KOMBAT
22. GENESIS / MORTAL KOMBAT 2
23. GENESIS / SONIC THE HEDGEHOG 3
24. GENESIS / BLOODLINES
25. GENESIS / ALADDIN
26. GENESIS / STREETS OF RAGE 2
27. GENESIS / STREETS OF RAGE 3
28. GENESIS / SONIC SPINBALL
29. SEGA CD / CD SONIC
30. SEGA CD / SILPHEED
31. SEGA CD / MORTAL KOMBAT CD
32. SEGA CD / GROUND ZERO, TEXAS
33. SEGA CD / MONTANA FOOTBALL CD
34. SEGA CD / HEART OF THE ALIEN
35. DUO / STREET FIGHTER 2 CE
36. DUO / DRACULA X
37. 3DO / CRASH 'N' BURN
38. NEO•GEO / SAMURAI SHODOWN
39. NEO•GEO / ART OF FIGHTING 2
40. NEO•GEO / FATAL FURY SPECIAL
41. NES / MEGA MAN 6
42. NES / SUPER MARIO 3
43. NES / KIRBY'S ADVENTURE
44. GAMEBOY / ZELDA
45. GAME GEAR / JURASSIC PARK
46. ARCADE / MORTAL KOMBAT II
47. ARCADE / SUPER STREET FIGHER 2 TURBO
48. ARCADE / SUPER BATTLETOADS

Top Ten nominations change each month with all-new favorites! New entries in red. These nominations are good through May 31.

Callers must be 18 or older. Callers must use a touch tone phone. A service of Sendai Publishing Group, Inc. 1920 Highland Avenue, Suite 222, Lombard, IL 60148



Before Super Metroid.



After Super Metroid.



It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

Such is the intensity of new Super Metroid® for the Super NES.® Six new worlds of wilder weapons, weirder weirdos and those ever-lovable **life-sucking** Metroid hatchlings. All waiting to turn you into so much **dead meat.**





If things get hairy, use the Speed Booster to outrun enemies. Or snag a Grappling Beam. Or pray.

Luckily you're Samus Aran, so you've got more than good looks and a charming personality going for you. Like ice beams. Power bombs. Super missiles. Screw attacks. And other new implements of destruction.







Ridley. Metroids. The giant lizard Kraid. And you thought you'd never look forward to getting beat up after school.

In fact, with **24 megs** of stuff, it's not just the biggest Metroid game ever. It's **Nintendo's biggest game ever.**

But don't even think about playing it unless you've got a Super NES. Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.



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GAMING GOSSIP

SEGA SCOOPS NINTENDO WITH ADD-ON
VIRGIN UNCOVERS 3DO DEVELOPMENT
CAPCOM GETS K.O.'d IN COURT FIGHT
NEW SF GAME TO LAUNCH WITH MOVIE
ULTRAVERSE VIDEO GAMES GO TO SONY
ACCLAIM WORKS TO KEEP MIDWAY
SONY SYSTEM GAINS MOMENTUM
MILLENIUM IS COMING...

...Hey kids, it's time to get wacky with the Quartermann, your one-stop shop for the very latest in gossip and insider dirt! Yours truly has put in extra hours this month, my Q-Fans, to deliver some of the best scoops from inside and out the gaming industry! So plug in for the best rumors in the galaxy ... First this month, the Q tips his hat once again to the white shirts at Sega, who have once again bested the Nintendites in a peripheral for console upgrades. Actually, Nintendo's move is more of a system *down*-grade, letting their B&W titles from the G-Boy play on the big screen. The Sega add-on, meanwhile, delivers a 32-Bit super-charger that could best be described as a Saturn Jr. Although the Q hears it won't come with all the chips and other goodies that its big brother will boast, the 32X is sure to attract more biz with the lower price tag. You have to wonder, however, how does the 32X fit into things and will the Saturn have a cart port to play the 32X games?...

...In other news from the high-tech front, the Quartermann hears that Virgin has uncovered a nifty way to make their 3DO titles play in both the normal video as well as the MPEG-1 formats. This little discovery will come as a bonus surprise to those 3DO nuts who invest in the add-on cartridge. The Q-Mann predicts that Virgin's discovery will be accepted industry-wide, solving the current problems some chains are having in trying to decide whether or not to carry two versions of the same game ... Have you ever noticed that one of Shannon Doherty's eyes is higher than the other? ... From the courts, roving reporter Dug Lewellen tells the Q that Capcom has struck out in the fight for a preliminary injunction against Data East's Fighter's History game ... While we're talking Capcom, which of course means Street Fighter 2, the company plans to have a new SF coin-op on the streets to coincide with the release of the big-budget movie that just snared Jean-Claude Van Damme in its tractor beam to play Guile (Van Damme plays the American?). Could this new game, which will supposedly get some heavy promos at the beginning of the movie, be the long-awaited Street Fighter 3? The Q-Mann isn't telling...

...Comics are becoming big biz in the gaming world! Although T*HQ bailed on their exclusive to do Ultraverse games (bad move Hans, didn't you hear that there's an Ultraverse TV show in development???), Malibu Interactive had no trouble getting a real gaming power-house, Sony, to pick up the license. Look for the first titles, including Prime and FireArm late in the year ... Also at Sony, one of the premiere comics of the '90s is set to debut in the third quarter. Todd McFarlane's Spawn game is under way and could hit with an original comic attached ... Also from the Image Comics camp, Jim Valentino's Shadowhawk character will hit in time for Christmas with an original comic attached ... Add in the Marvel and DC titles (look for a new Batman game from Sunsoft), and comic book superheroes have become the hottest theme since Pac-Man clones ... Hey, Nintendo! When are you going to do a 16-Bit update to Donkey Kong? The Q was only half-right that you were doing a DK update, but what yours truly really wants to see is an original title with the DK style and some super graphics. Mark my words: It would be a SMASH...

From the Far East, Terry Aki tells me that the 3DO is mustering up some interest, with a new magazine devoted entirely to Trip's hardware ... Also new from the Land of the Rising Sun is word that the Sony PS-X could be a MAJOR leap forward in game system development. Yours truly has spoken with a number of developers who are hardly able to contain themselves. Also, Sony is doing their launch the right way by tying up a variety of high-powered licensees, but from what the Q has heard it's still a tightly knit club—in other words it's not a 3DO and only the best are being given access to the hardware ... On the other side of the U.S., meanwhile, the Q-Mann hears that games are hitting the skids, with a number of developers and publishers consolidating their skills to get leaner and meaner ... Also on the other side of the pond, the Quartermann hears that the gaming mags are folding for cover now that *EGM UK* has the green light to go...

...Looks like Acclaim has scored the rights to what may be one of the hottest licenses of the summer, the Kurt Russell sci-fi extravaganza called *Stargate*. The big 'A' is also rumored to be working on a game based on the Monster Wars-monster truck concept and, of course, MK2. Speaking of the Acclaim-Midway relationship, the Q hears that stocks moved for both companies on rumors that Midway was about to pull their exclusive license to the home game producer which expires in March of '95. Although things got edgy, the Q hears that both sides are still knee-deep in negotiations ... That rounds out this action-packed issue of the Quartermann report. *EGM* subscribers should check out this month's Q-Letter for the beginning of a very special series of tip sheets for some of the hottest games. This month you get an easy reference guide to MK2 with all the moves and more - ready to clip and take to the arcade! Stay tuned for Virtua Fighting moves next ish...

- QUARTERMANN

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As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?



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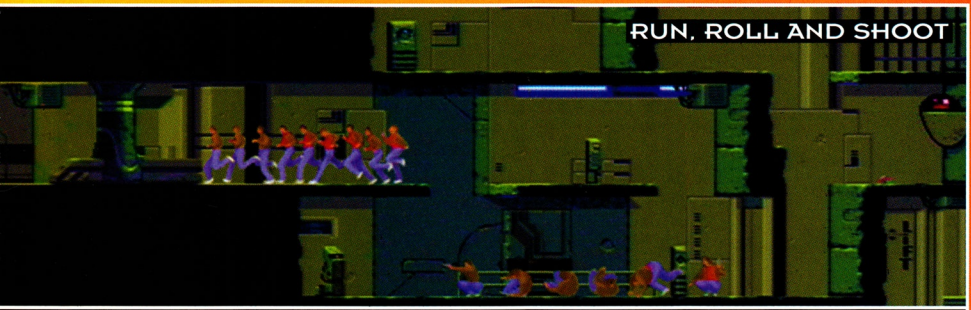
NEW WASHINGTON: You found your memory. Now if only you could loose those mutants. . .

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.











CYBER TOWER: The game show where you compete with violent replicants for the grand-prize — your life.

PLANET MORPH: On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.

PRESS START

THE SUPER GAME BOY IS HERE!

Ever since it came out, Game Boy owners have been wanting a way to play their games in A) color and B) on their TV. Well, now they can.

Nintendo is planning on releasing their Super Game Boy. This is essentially a Super NES cartridge with a Game Boy adapter built in.

How will you have color? Well, normal Game Boy games have four shades of gray. The Super Game Boy will allow you to assign color values to these shades. Future Game Boy games will have the ability to display up to 256 colors when connected to the Super Game Boy. Your games will also have stereo-symphonic sound as well.

Its release date is scheduled for June 6, and the price is to retail for $59.99. It's just the thing for you Game Boy lovers. No more blurring!





The Super Game Boy lets you play your games on TV and even in color!

TURN YOUR GENESIS INTO A SATURN!

On March 14, Sega of America announced that it would provide a way for Genesis owners to upgrade their current 16-Bit system to a real 32-Bit machine. The system is called the Genesis Super 32X. At one-third the cost of the most technologically advanced systems on the market, the Super 32X will be able to give the players a taste of what to expect in the future from the Saturn.

What makes this system so special? Well for starters, it is the first product from Sega to use the Hitachi SH2 RISC chips destined for Saturn. The two SH2 chips will complement a newly designed VDP (video digital processor) chip. This will give your Genesis a faster processing speed, high-color definition, texture-mapping, enhanced scaling and rotation, not to mention improved polygon graphics, a true 3-D perspective, software motion video, and CD quality sound.

The 32X can display 32,000 colors via special cables and it will come with its own power supply.

Most importantly, the 32X will also bring up the color palette and graphics of the Sega CD!

Right now Sega has more than 30 titles under development, but the actual names and specifics are being kept under wraps. You might be wondering about the licensees. Sega expects them to have a similar number of titles ready for the worldwide introduction of the system this fall. Best of all, this technology is going to put you back only about $149. It's a small price to pay for so much machine.

It will be the next logical step up to the Saturn, while you can still play all of your old Genesis and Sega CD titles as well. Sega apparently wants to keep the compatibility going.

"Here's another example of how your investment (in your Genesis) is protected," stated Bill White of Sega.

It hasn't been determined yet whether or not the 32X will be compatible with the upcoming Saturn. With the 32X in the stores, Sega might just now decide not to put a cartridge port on their Saturn system. However, based on Sega's strong history of making their systems backwardly compatible, one would think that they wouldn't walk away from the cartridge industry, but Sega isn't talking yet.

It is also unknown whether or not the Japanese carts will be able to work on the 32X.

The games will be priced around the same as the average Genesis cart, and it is not certain yet whether or not a game will be packed in with the 32X, but Virtua Fighters is the logical choice. In addition, with Sega's strong presence in the coin-op industry it is probable that most of their other popular arcade titles will be made into 32X games. Perhaps we'll see the Sonic arcade game along with some of their other current arcade hits.

Well into the future,
the world's only hope is
a weapon from the past.

X-KALIBER 2097

As Slash, you defeat all six formidable foes and their alien leader. Or go one-on-one in two-player mode.




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Dr. Blast


Kane


Spuke


Chainsaw


Raptor


Tattoo

Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonik.

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From the self-titled album available on Wax Trax!/TVT Records,
featuring the single "Welcome to my Mind."

NEW AUDIO TECHNOLOGY REDEFINES SOUND AS WE KNOW IT...

A newly formed company called NuReality has developed a product called the VIVID 3-D. This sound enhancement system connects to any mono- or stereo-based game to create dynamic three-dimensional sound. By retrieving ambient sound information hidden in the game's audio track, the VIVID 3-D system adds a new dimension to the sounds and music. This will work for not only PC-based systems, but for cartridge-based games as well, like the Nintendo and the Genesis.

Via a strategic partnership with SRS labs, the VIVID 3-D system incorporates patented SRS technology to create three-dimensional sound from just two speakers. This technology was created as part of 10-year, multi-million dollar research, with development help from the Hughes Aircraft Corporation.

Based on the Hughes Sound Retrieval System, Model AK-100, the NuReality system is a sized-down version made specifically to have optimal effects with the video game systems. This will make it cheaper for the consumer.

It's hard to describe the effect on paper, except that it is true 3-D sound, unlike anything short of a mega-expensive system elsewhere. Since it's supposed to be compatible with existing systems, the games do not need to be encoded with any special source material. The VIVID 3-D system can be used with any audio system to create a true-to-life sound image. It doesn't even matter whether the signal is mono or stereo.

These systems, unlike others, have no "sweet spot," so you can enjoy the 3-D effects no matter where you are in the room.

NuReality can also be used in conjunction with other audio systems, like Dolby Surround Sound or QSound, even enhancing their effects.

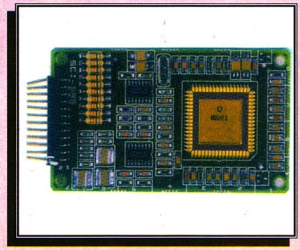
It's user friendly too! On the NuReality VIVID 3-D there are three knobs you can turn. The first knob is called the "center." It can adjust the music to bring out the vocals, sound effects, or increase the music. The second knob is for "space" so you can increase the sound stage, making things more realistic. The third one, "level," adjusts the overall volume.

NuReality is striving to develop the technology as audio enhancement for game applications, among other things.

What's really nice is that the price is going to be roughly $69. It's release will be sometime in April.

Enough about specs, what we really care about is how it sounds. From the demo we got at their studio, all we can say is wow! There has never been any audio enhancement that even comes close to what we were able to hear with the VIVID 3-D. It is quite safe to say that this system is an improvement over stereo as stereo was over mono!

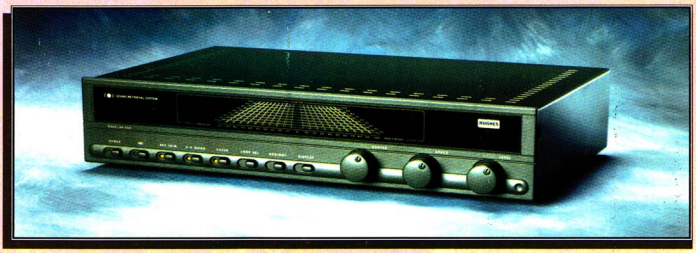
For more info or to place orders you can call: SRS Labs at 1-800-2HEAR3D. For the $99 VIVID 3-D you can call 1-800-501-8086. We'll be back with a full update soon!



This is the chip that makes the 3-D sound possible in the NuReality system.



This NuReality system connects to any game system and adds a new dimension to audio!



The full-blown Model AK-100 Sound Retrieval System is available from SRS Labs for about $299 and provides audio enhancement to all forms of music ranging from old mono records to laser discs!



STRAP



YOURSELF



IN



FOR



THE



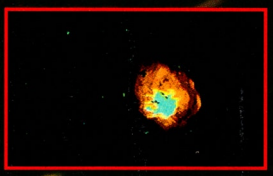
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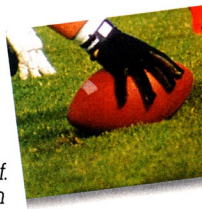
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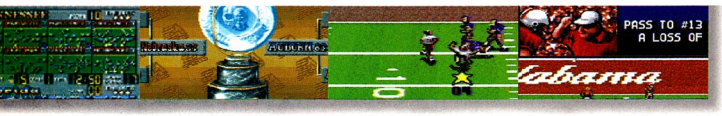
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GA
Appropriate for all audiences.
General Audiences

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?



Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES.® It's the game that lets you pit the best 48 teams against each other. Like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see who's in a class by itself.





Bill Walsh captures the character of the college game. The triple option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time. Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.



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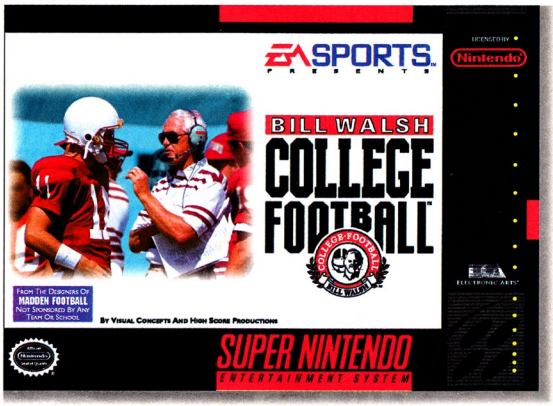


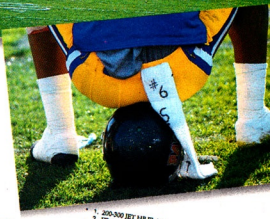
NOW FOR SUPER NINTENDO ENTERTAINMENT SYSTEM

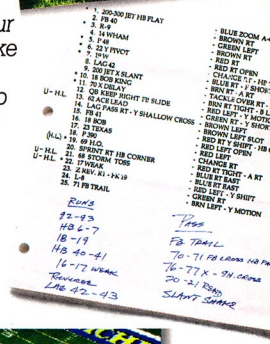


In designing this game, Bill Walsh has definitely done his homework. The famed coach has scripted a variety of gameplans. So you have the best line of attack to kick-off the game. Bill's also scouted all the teams. Giving you a gold mine of insider information and team tendencies.

It's the fastest, most explosive football yet. Bluff your plays. Set your own audibles. Make the right calls and you could wind up #1 in the rankings after the National Championship 12-team playoff tournament.









No time left. Your wishbone QB dives in from the two. But you're still down by one. Gut check time: kick for the tie or go for the two and the national championship?



Play through an entire 11-game season with the top 24 teams. Take them or the top 24 all-time teams through a 12-team national playoff tournament.



Review your plays and iso on any player with the 360° Roving Replay. Use it to do your homework on the other team. Then crack their defense wide open with a score.

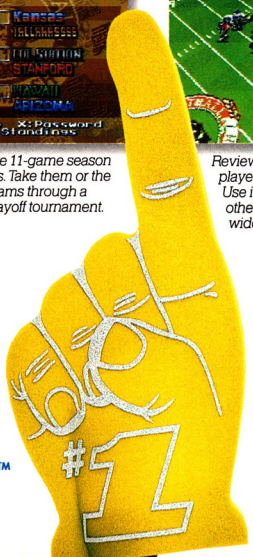
The action's never been more in your face. 360° roving replay and panning stadium cams deliver a closer view of the field. The gameplay is incredibly fast, the hits more intense.

Call (800) 245-4525 anytime. And choose the number one team in college football.

EA SPORTS™

If it's in the game, it's in the game.™





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ARCADE ACTION

JURASSIC PARK by Sega

Welcome back to another month of wonderful Arcade Action—the only column which can ask the burning question, "Is that a roll of tokens in your pants or are you just glad to see me?" Nasty innuendos aside, let's get down to business.

From the you-knew-it-was-coming-so-shut-yer-yap department, Sega is planning on releasing the Jurassic Park™ arcade game within the next month.

Based on last summer's blockbuster movie, this two-player shooting game looks more like an amusement park ride than a video game. The game realistically responds to dinosaur attacks and course movements, giving the player a feeling of actually being in the world's most notorious theme park!

The object of the game is simple: Use your tranquilizer guns to knock out the dinosaurs, and then reinstall the island's security system. Along the way, you'll encounter flying lizards, Raptors, and, of course, the infamous Tyrannosaurus Rex!

Great action and impressive graphics highlight this impressive effort by Sega! This is one of those games that you don't want to miss! Growl!!!





How much is that Raptor in the window? Watch out for these, they're really fast!



These enormous flying lizards will do a lot of damage if you don't shoot quickly!

AAMA
AMERICAN AMUSEMENT MACHINE ASSOCIATION

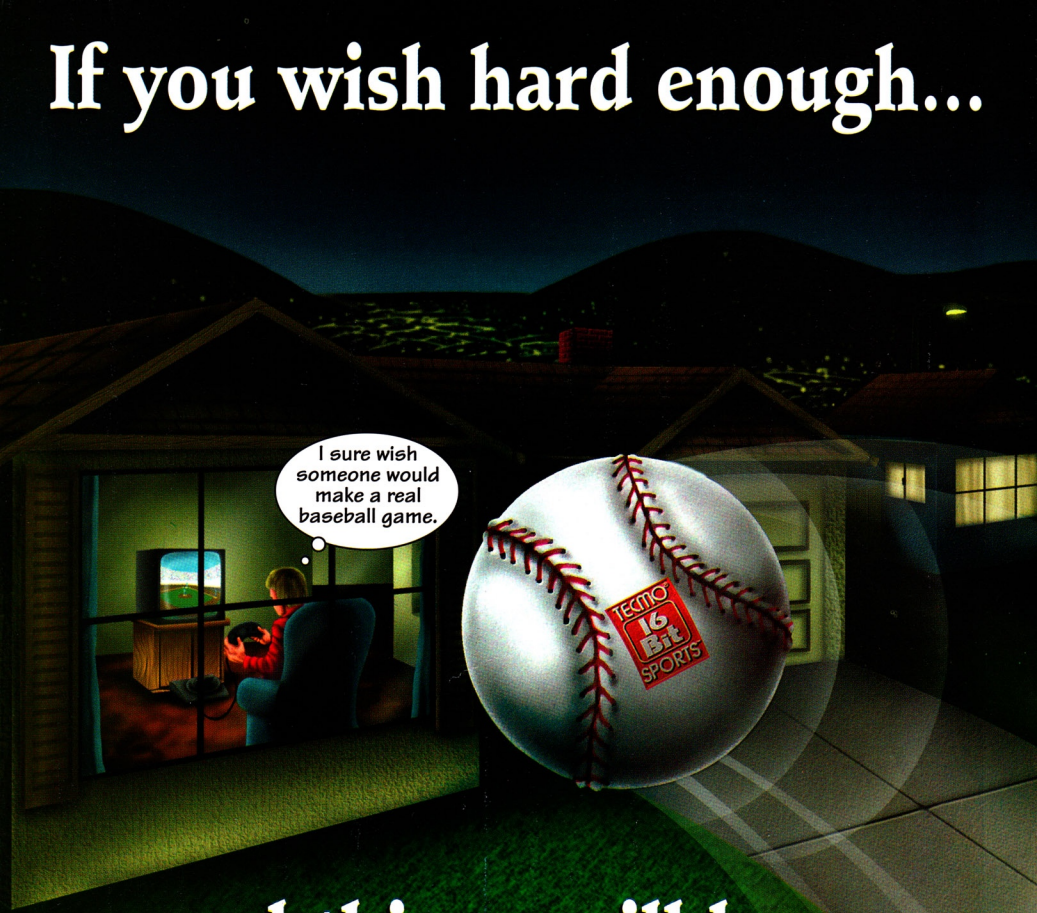


Nice teeth! Get ready for the ultimate battle with the king of the lizards.



Travel over the most rugged terrain on the island to complete your mission.

If you wish hard enough...



...good things will happen.

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© MLBPA MSA

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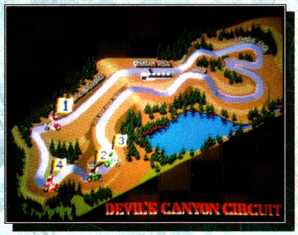
SUZUKA 8 HOURS 2 by Namco



Use your body (literally) to throw your bike into some heavy-duty turns!



Although visibility is decreased, driving at night isn't as tough as you may think.



The schematic of the courses will give you a good idea of their difficulty.

Namco has enjoyed great success in the past with its motorcycle racing game, Suzuka 8 Hours. Now Namco has once again made waves in the arcade arena with the sequel to this outstanding coin-muncher. Get ready to shift gears, and throttle-up with Suzuka 8 Hours 2.

Featuring three new racing circuits to challenge racers, Suzuka 8 Hours 2 will obviously be big on replay value. The first of the new circuits, Green Hill Circuit, is a great test of your high-speed driving. The second, The Bay Side Raceway, requires a semi-high degree of technical racing expertise. Finally, there's Devil's Canyon which requires a high degree of technical knowledge.







In addition to the new racing circuits, players will also be treated to improved graphics and sounds. The motorcycle graphics have also been tweaked for increased realism. The controls remain the same as the original: You sit on a replica racing bike and maneuver by leaning into turns. The brake and throttle controls work, as does everything else, like a real motorcycle.

The cabinet itself can be linked to other Suzuka cabinets. What this means is that four two-player units can be combined to accommodate up to a whopping eight players! Cooooo!!!

Hit the track and burn it up with Namco's Suzuka 8 Hours 2 at an arcade near you.



Road signs alert you to any unexpected turns which you may encounter.



Your computerized opponents are very good. Don't let them get too far ahead!

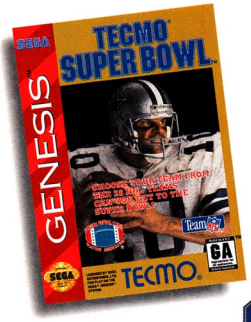


Make sure you really give 'er the gas on the straightaways. Watch your position!

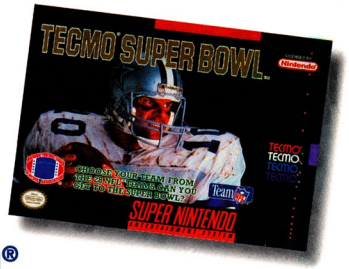


Learning how to take corners without skidding is the key to securing a victory.

TECMO® SPORTS™

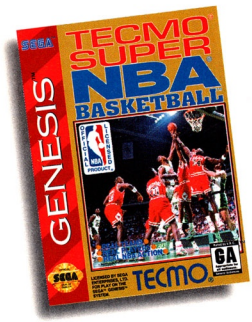


TECMO® 16 Bit SPORTS™



TECMO® SUPER BOWL™

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International

PARODIUS by Konami



The arcade version of Parodius retains the whimsical nature of past versions.



There are now over a dozen wacky characters for players to choose from!



Some of the levels are really amusing! Check out the penguins having a soda!

Konami of Japan has released a new arcade Parodius. For those of you who don't know about Parodius, (Shame on you!) here's a brief rundown of its history.

Intended as a parody of the Gradius series (Parody+Gradius= Parodius), Parodius first surfaced in Japan as kind of a joke. It appeared first on the old 8-Bit Famicom. Later, after picking-up popularity among shooter fans, it migrated to the Game Boy and then to the PC Engine. Finally, a couple of years ago, Konami released it for the Super Famicom. Parodius is now considered a favorite among shooter fans worldwide because of its whimsical nature, astoundingly cool graphics and enemies, plus its ability to make us laugh aloud.

The arcade version of Parodius will, in all likelihood, not make it to America. It includes tons of new characters (including girls in scanty outfits who ride big missiles.), tweaked graphics, and that freaky 50-foot-tall dancing girl who tries to stomp your fighter!

It's a shame that you have to see these pictures, because you'll probably never get a chance to play it. Maybe Konami will ... Nah, I doubt it!





Hopefully, the Parodius arcade game will find its way to American shores!



Each character has a wide variety of weapons which can be used at any time.



Whoa! Power-ups galore! Obviously Parodius still retains its Japanese flair.



You guessed it! The Parodius dancing girl makes a cameo appearance.



Claymates™

Meet Muckster the Cat



Name: Muckster the Cat
Hobbies: Scratching, sleeping, eating
Turn Ons: Whiskers that just don't stop
Turn Offs: Hairballs
Favorite Music: "Cats" soundtrack; Stray Cats
My idea of a great date is: Chasing mice on catnip
My idea of a romantic evening is: A moonlit stroll along the alley fence

Muckster the Cat is quick in a cat-astrophe. He's one arrogant feline with an attitude and razor-sharp claws that can scratch the daylights out of anyone. Naturally, Muckster thinks he's the best Claymate of them all. Now you can find out if that's a fact. Just transform yourself into Muckster or any five of the amazing Claymates™ characters in their non-stop adventure across the globe.

Fly, swim, dig and run through this outrageous adventure. For a limited time only, you can get Claymates in Interplay's outrageous Magic Motion® Box, as cool on the outside as it is on the inside-- grab it quick at your local video game retailer! Claymates. From the people who put the fight in Clay Fighter.™



Find this Claymates symbol somewhere on the next two pages and you could win a Claymates T-shirt. Just circle the hidden symbol and mail it, along with your name, address and phone number, to Interplay Productions, Inc., Claymates Offer, 17922 Fitch Avenue, Irvine, CA 92714. The first 50 names drawn at random will win, so enter now! Entries must be received by August 1, 1994. Keep your eyes open for more Claymates ads with this hidden symbol and you could be an outclaygeous winner!

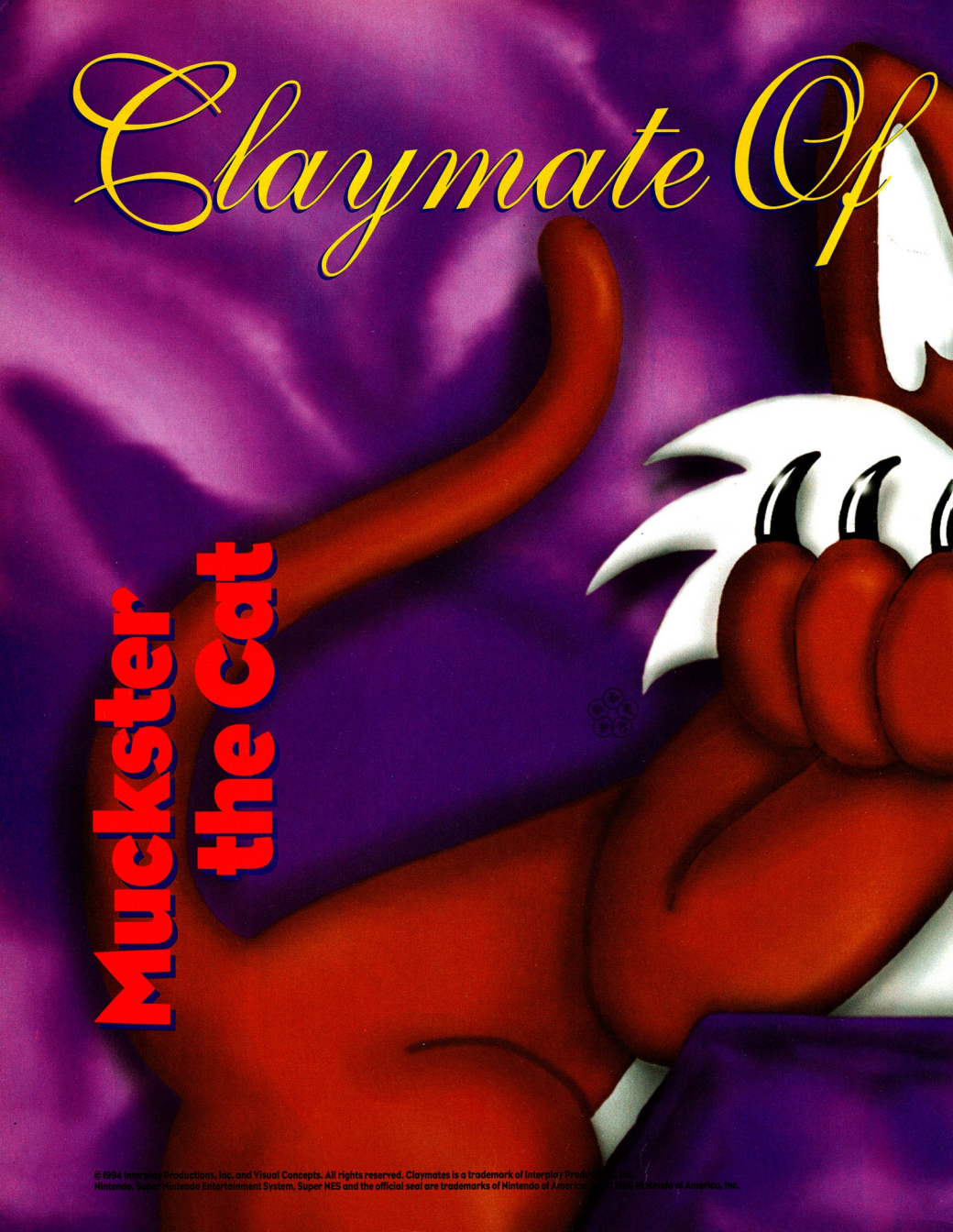


Interplay™

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INTERNATIONAL OUTLOOK

10 GAMES PREVIEWED!!!

Spark, Papuwa, Blue Crystal Rod, Triad Stone, Monster World IV, Adventure Island 4, Estopolis 2, Samurai Spirits, Pharaoh's Seal, Buichi Terasawa's Takeru

INTERNATIONAL NEWS

There's a lot of news from the Land of the Rising Sun, and this measly little space in the mag isn't big enough to hold it all.

First off, it seems as though the Street Fighter 2 anime may be delayed in Japan. Why? I don't know, but I'll be looking out for more info.

More big news is that World Heroes 2 is on its way to the Super Famicom. Mud Man beware!

Did you hear that the Chinese Communist Party's newspaper (*People's Journal*) wants to condemn games as "electronic cocaine?" Sounds just like the U.S.

Also of note, Bandai has signed on with Sega of Japan and is working on a Dragon Ball Z game that combines elements of the two SFC fighting carts. See a picture of it below.

Ah well, on with the show!



DRAGON BALL Z



WORLD NET

Sega of Japan

Spark

Mega Drive	MEGA DRIVE
Action	
April '94	Unknown Price

Looks like Sega has a hot new action hero on the way. Spark is one shocking customer who can convert electrical energy into weapons, such as a powerful Beam sword. He can also charge up and zip around as an invincible thunderbolt. (While he's doing this, Spark basically turns into a metallic pinball with no control over where he's going.) Spark also has a nifty dash move that also provides a short period of invincibility. But watch out for water, because Spark's energy level drops way down if you touch it. Yow!

The looks of this 16 Meg game is very cartoony and filled with a lot of bright, fantastic color combos. The backgrounds look particularly impressive when Spark has to tap into a computer system to physically weed out bugs.

Despite having an uncanny resemblance to Sonic the Hedgehog, Spark is completely separate from the series. With a little luck, it might reach the States. Definitely a good action game for the Mega Drive.





Run through a TV studio dodging enemies while trying to find a way out.



Streak down the city-scape in search of computer bugs to destroy.



Ms. PAC-MAN™

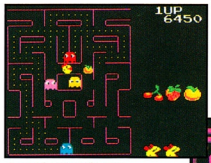
CAN YOU PASS THE MIZ QUIZ?

The coolest thing about **Ms. Pac-Man** on the **Game Gear** system is:

- ☐ Four classic arcade mazes, plus some all-new layouts.
- ☐ Super-challenging Arcade/Hard level—if you think you're really good.
- ☐ Special zoom view of the action for really graphic ghost-gobbling.
- ☐ 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.
- ☑ ALL OF THE ABOVE



Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.



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GAME GEAR™
COLOR PORTABLE VIDEO GAME SYSTEM

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namco®

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SMASHING

THE MYTH OF SPEED & POWER

Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used in the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE POWER PROCESSING

When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the eight independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien³, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- Almost twice the internal memory for speeding up programs
- Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through Sonic 2 the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more meat to sink their teeth into. These guys are masters—they want to take their game ideas to the limits, and the Super NES is the 16-bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: *Super Metroid, Street Fighter II Turbo, The Legend of Zelda: A Link To The Past, Super Empire Strikes Back, Star Fox, Mega Man X, Super Mario Kart, NCAA Basketball, Secret of Mana, Final Fantasy II, NHL Stanley Cup, Tommy Moe's Winter Extreme Skiing & Snowboarding, Actraiser, Turn & Burn: No Fly Zone, Ken Griffey Jr. Presents Major League Baseball, Tiny Toon Adventures Buster Busts Loose, F-Zero, Pilotwings, Contra III, Bugs Bunny Rabbit Rampage, Road Runner's Death Valley Rally, Mario Paint, Stunt Race FX, Super Mario All-Stars, Soul Blazer, Castlevania IV, Star Trek: The Next Generation, SimCity, Top Gear, Super Bomberman, Tony Meola Soccer, Wicked 18, Wings 2, Yoshi's Cookie* and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play *these* games.



GET REAL, GET NINTENDO

So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like Street Fighter II Turbo, the deepest fantasy adventures from Square Soft, Enix, Koei and Nintendo, the most challenging and creative action games like Super Empire Strikes Back and Star Fox and the most realistic and revolutionary sports games like NCAA Basketball and NHL Stanley Cup. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

Super NES	Genesis
	
Alien³	Alien³
	
The Lost Vikings	The Lost Vikings
	
Nigel Mansell's World Championship Racing	Nigel Mansell's World Championship Racing

Q&A: THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?
Super NES

Which system gives you 4 times the colors?
Super NES

Which system gives you the deepest game play?
Super NES

Which system has a black control deck?
Genesis

Which system has a more versatile controller?
Super NES

Which system has the most custom chips?
Super NES

Which system has Mode 7 effects?
Super NES

Which system has twice the internal memory?
Super NES

Which system uses electricity?
Both

Which system can use the most sprites (128) simultaneously?
Super NES

Which system has a European porcupine for a mascot?
Genesis

Which system has true digital sound?
Super NES

Which system has specialized DMA architecture?
Super NES

Which system can turn you into a super man?
Neither

Which system costs about $90?
Both

Do you really need anyone screaming in your face?
No

Now you add it up.

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INTERNATIONAL OUTLOOK

INTERNATIONAL NEWS

Unlike over here, in Japan, comic books are read by almost everybody from preschoolers, to housewives, to businessmen. Just for teenage boys alone, there are several dozen books ranging from weeklies to monthlies. Once manga magazines for girls, women, and businessmen factor in, the number of comic books swells to over a hundred. (And that doesn't even include the vast number of fanzines!)

Out of all the manga magazines published, Shueisha's Shonen *Jump* is by far the most popular with circulation reaching six million. Amazingly, it is published once a week, which must be murder on the artists. A typical issue of *Jump* is close to 400 pages printed on cheap news stock jam-packed with about 20 stories. Plus, you get some change!

Quick to realize the crossover potential of their readership with video game players, *Jump* was a pioneer in the growth of gaming in Japan. For example, Dragon Quest (Dragon Warrior), Enix's groundbreaking RPG, was launched in 1986 with graphic and monster designs by Akira Toriyama, *Jump*'s top resident artist responsible for Dr. Slump and Dragon Ball. Initially DQ's sales were sluggish as RPGs were entirely new at the time. *Jump* turned the tide by heavily promoting the game with strategy guides and other coverage. Thanks to *Jump*'s support, DQ went on to sell close to 1.5 million units. The entire series of games has posted sales of over 12 million.

Besides Toriyama, many of Japan's top manga artists, including Go Nagai and Buichi Terasawa have at one

CONTINUED ON PAGE 74

WORLD NET

Enix of Japan

Papuwa

Super Famicom	
Action	
March 25	¥8,800

Wow, a game from Enix that isn't an RPG, and without a sword and sorcery theme. Not to worry, this manga and anime license looks pretty decent. Although the game is named after the munchkin hero of the anime, the game is played using Shintaro, a karate master. Formerly from an evil organization, Shintaro was beaten by Papuwa and made his servant.

Shintaro must journey to a strange group of floating islands in search of his bizarre friends who have disappeared. Don't let the cartoony looks fool you, though. Enix did the challenging ActRaiser series. Like their recent games, this one is tough!



Travel through a hazardous ice covered zone. One of your friends is nearby.



All sorts of nasties can be found on the floating island worlds.

Namco of Japan

The Blue Crystal Rod

Super Famicom	
Adventure	
March 25	¥9,800

The final game in Namco's classic 8-Bit Tower of Druaga series isn't an action game. It's an electronic version of those old adventure books where you had to flip to certain pages depending on your course of action. Play as Gil, a warrior from the original FC game, who has been commanded to recover a holy blue crystal rod. No reflexes are needed, but players need to think when solving the puzzles. In fact, depending on your actions, the game could turn out in one of 48 different ways. A totally cool concept.





Travel into the dark, foreboding underworld in search of the rod.



If you encounter a monster, you have many options to determine the outcome.



Cinematic displays help propel the game along. Great graphics!

The Ultimate Blast-Fest!

GRIND STORMER™

GRIND STORMER took the arcades by storm. Now, it's going to blow you away on your Genesis!

Fly a powerful spaceship against endless waves of alien tanks and ships. Blast everything in sight as you battle your way through action-packed levels of ever more deadly enemies.

This arcade smash hit features incredible multi-layer scrolling backgrounds, spectacular graphics, animation and sounds. In other words, ***it's a mind-blowing adrenaline rush of totally addicting fun!***

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Rated by V.R.C.™
GA
Appropriate for all audiences.
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INTERNATIONAL NEWS

CONTINUED FROM PAGE 72

time or another written for *Jump*. Not surprisingly, a large number of *Jump* Manga have been turned into hugely successful video games, including Dragon Ball, Fist of the North Star, Mazinger Z, and Cobra. As of the latest issue, an astounding 10 of the 20 series have either been used as games or are about to be used. These include, of course, Dragon Ball, DQ, Rokudenshi Blues, Slam Dunk, and Yuyuhakusho. *Jump* also has the distinction of producing two RPGs, Famicom Jump and Jump 2, that featured many popular manga characters.

Few manga mags have managed to match *Jump*'s success. Shogakukan's Shonen *Sunday* is possibly the closest competitor with an excellent stable of resident artists headed by Rumiko Takahashi of Urusei Yatsura and Ranma 1/2 fame. Many Sunday mangas have been turned into games as well, like Cyborg 009 and Gosho Aoyama's Yaiba. Takahashi has a bunch of games as well.

Wouldn't it be great if we could get 400-page comics for under two bucks? Gee, what a concept.



Many comics from Shonen *Jump* have become video games, like Dragon Ball.

WORLD NET

Sega of Japan

Triad Stone

Mega LD	MEGA LD
Adventure	
March	Unknown Price

Sega's first ever LD-ROM game for the LaserActive is actually a remake of an old LD arcade game by Data East. The game system is very similar to the pioneering Dragon's Lair, just watch the animated action and press the direction indicated by the yellow arrows that flash on the screen. You have to be quick though, or your hero will bite the dust. At points in the game, you'll be required to hit the attack buttons rapidly to build up strength.

Taking advantage of the LaserActive's abilities, this adventure is filled with smooth animation. A must-have if you own the system.



Try to get out of this mess of maggots, or you'll be eaten alive.



Push to the right in this scene, or you'll tumble into the darkness below.

Sega of Japan

Monster World IV

Mega Drive	MEGA DRIVE
Action	
April 1	¥8,800

The four guarding spirits of Monster World have mysteriously disappeared. To save her world from calamity and doom, Arsha, a young and inexperienced warrior, must face almost insurmountable odds in a grand journey of wonder and imagination.

Arasha is very capable with her scimitar and shield, but the going will get tough. To help her out, Pepelog, a strange bat, will be her companion. Together with Pepelog, can you guide Arasha to triumph over the hordes of evil beings?





Find out who this mysterious man is and what he knows.



Search out the town for clues, but watch out for the little monsters.



These guards are protecting someone. You must find your way in at all costs.

J.R.R. TOLKIEN'S EPIC SAGA



COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!







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INTERNATIONAL NEWS

Not only did I concentrate on news inside of Japan, I decided to check out what was happening on other shores.

You may not know it, but in Europe the Master System still has a strong following. In fact, there are many 8-Bit games over there that never appeared here. To keep up with the demand, Sega UK has created the Master Converter 2 which allows you to play Master system carts on the Mega Drive (What the Genesis is called in Europe, not to mention Japan.) in much the fashion as the old Power Base Converter. Do you remember that old item?

Well, it seems that the old converter isn't all that compatible to the Mega Drive 2s, a.k.a. the new compact Genesis. This converter plugs into the cartridge slot and allows you to play the extensive collection of 8-Bit titles, like classics such as the original Phantasy Star and Shinobi.

This goes to show how much the European market differs from ours. Will the Master Converter 2 come to the States? No one knows for sure, except for Sega.

MASTER CONVERTER 2



The new converter plugs into the new Genesis systems and Mega Drives.



Hudson Soft of Japan

Adventure Island 4

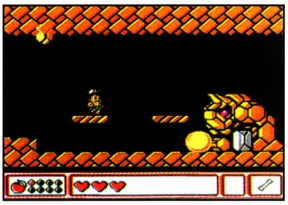
Famicom	FAMICOM FAMILY
Adventure	
June	¥6,800

The fun of Adventure Island continues with this brand new Famicom cart. Assume the role of Master Higgens again as he must tackle the forces of evil in a cartoony world.

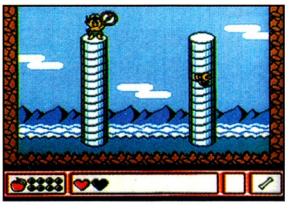
Like the most recent Adventure Island for the Super NES, this game combines great action with brain-teasing puzzles.

Adventure Island 4 has all new secrets to find, along with better graphics than any of the other 8-Bit attempts. This is the best Adventure Island for the Famicom.

The Famicom isn't dead yet! Perhaps we'll see this one appear on the old NES.



Tackle giant enemies with the tools you find. Can you get past the meanies?



Find out the secrets that are hidden throughout this magical land.

Taito of Japan

Estopolis 2

Super Famicom	SUPER FAMICOM
RPG	
Unknown Release	Unknown Price

This is the sequel to Lufia (Estopolis), but not in story. Confused? This game is set 100 years before Lufia and stars the same heroes that were portrayed as a legend in the prologue in the first game. Do you remember that epic battle?

If you enjoyed Lufia, the sequel will add to your knowledge about the history of this mystic land. (Of course, if you haven't played Lufia, you can still get into this engrossing RPG.)

As a new twist to RPG combat, monsters are shown on field maps similar to those in Square's Mystic Quest. Every time your party takes a step, they will step closer to you. So if you want to avoid combat, you'll have to think tactfully.

The odds are good that this terrific RPG will make it to the States, but I'm not promising anything. This is a great follow-up to Lufia.



The heroes will fight giant beasts often during this epic adventure.



In case of emergency, you can toss a few nasty spells at the bad guys.



The dungeons and mazes will require planning on your part.

You say you want a 16-bit REVOLUTION!

IT TAKES A LOT to start a revolution and even more to make it successful. After all, you need guns, money and leaders who can rally the people. In Koei's newest strategy game **Liberty or Death**, we've supplied you with these basics plus a few really cool extras.

IT'S THE SUMMER OF 1775 and the colonists in America are fed up with British rule. As George Washington — Commander-in-Chief of the Colonial forces — here's your chance to relive the great battles of the American Revolution.

IT'S UP TO YOU to raise the funds needed to supply your troops, build forts and forge new weapons. On the tactical side, launch battlefield attacks or damaging guerrilla ambushes to inflict the most damage on your British counterpart, Thomas Gage and his army of Red Coats. You can also take control of the seas with your fleet or dispatch fire boats to wreak havoc on the British Navy.

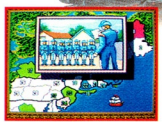
The smell of revolution is in the air!

- Lead British or Revolutionary Divisions
- Choose George Washington or Thomas Gage as Commander-in-Chief
- Use your Fleets to gain control of the seas
- Experience historical events as they happen
- Call on your advisor for words of wisdom

Super Nintendo Screens shown



Position your troops carefully on the battlefield



Brief your forces on the next plan of action



Will it be George Washington or Thomas Gage?

Liberty or Death™

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KOEI Games are available for all systems in retail outlets nationwide! If you can't find the KOEI product you are looking for, call us at (415) 348-0500. (9am to 5pm PST).

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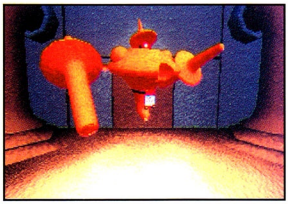
INTERNATIONAL OUTLOOK

Ask Kodansha of Japan

Pharaoh's Seal

3DO	
Action	
April	Unknown Price

Enter a deep and dangerous pyramid fraught with danger in search of vast treasures. In a style similar to classic 3-D dungeon exploring games from Dungeon Master to Wolfenstein 3-D, you'll have to brave tortuous dungeons and amazing textured polygon surfaces. Look for secret passageways and hidden items that could save you from an early grave. Unsavory creatures can appear anywhere in the Pharaoh's tomb. Definitely not for the claustrophobic!





You will be attacked by the denizens of the darkness in the crypts.



To get various treasures search out every passageway and delve deeper.

Fun Project of Japan

Buichi Terasawa's Takeru

3DO	
Digital Comic	
April	Unknown Price

Buichi Terasawa (the former *Jump* manga artist best known for Cobra) has chosen 3DO as the full-motion canvas for Takeru, a manga about a futuristic thief. This point-and-click digital comic is beautifully drawn with digitized illustrations ported over from a Mac (on which Terasawa does much of his work).

There are 15 episodes so it looks like a pretty good deal. Although this isn't really a game, it certainly does suggest new possibilities for new multimedia software for the 32-Bit generation systems.

If you are a fan of Terasawa's work, this "DC" is something to consider.



Buichi Terasawa's Takeru is known as a digital comic with a lot of wonderful art that make up this action-packed story.



This digital comic has it all—action, suspense, and even a little romance thrown in for good measure. Everything a story needs.

Takara of Japan

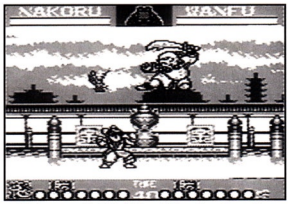
Samurai Spirits

GameBoy	
Fighting	
Summer	¥4,800

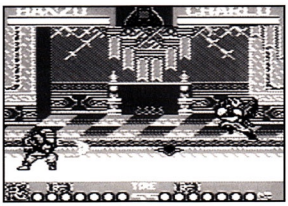
Awesome! It's Shodown for the GameBoy! Takara will be bringing this Neo sword fighter out as a companion game for GB's Fatal Fury 2. Despite losing over 100-Meg, none of the characters have been sacrificed, so all you Nakoruru fans can breathe easy. All the moves of the characters have been recreated, although some fancy finger work will be required because of the shortage of buttons.

A dream come true for those of you who need your SNK fix wherever you go. It's totally hot.

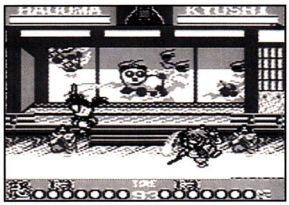




Nakoruru fights King Wan Fu atop the royal palace. Who will survive?



The nimble ninja, Hanzo, prepares himself for Charlotte's brutal strikes.



At the kabuki theatre, Kyoshiro takes on all newcomers with his deadly moves.

NOW AVAILABLE ....











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SUPER NINTENDO ENTERTAINMENT SYSTEM

ULTIMATE FIGHTER™

CULTURE BRAIN™

SNS-HP-USA

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Clearly, something has startled Mr. Cow, And it ain't a pair of cold hands.



You got a village.

Farms. Huts. Knights. People to boss around. And a cow.



Life is good. But then you get these visitors. They're Fat. They drool, burp, and smell like an outhouse. They come in hordes, eating your 3D texture-mapped huts, trees, women, children, and worst of all, your cow. You try to trash them with your sword, but it ain't easy, and their guts get all over you. Life starts to suck. You've met "The Horde", my friend. An original game with CD-quality live action video, digitized music and disgusting eating sounds. And a cast of actors who can actually act; like Kirk Cameron and Michael Gregory. You build walls, moats, and death pits. And you hire an archer to help fend them off. Again the Horde attacks. You save the cow, but they eat your hut, your









3DO

THE HORDE™







corn crop, and that girl next door you had your eye on.



Now life really sucks. And it ain't about to get any easier. The evil Hordlings grow bigger, faster, even smarter. (And you haven't even met the Evil Chancellor yet.) Dear reader, we pray you're the sort who learns quickly. 'Cause this stuff's happening on 32 bits. Enjoy, my friend. And good luck.

CRYSTAL DYNAMICS™

IBM® PC
PC-CD
& 3DO™



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New Options



Like the previous versions, plenty of new options will be given for your convenience.

Taunting

Now the Rumik characters can taunt! Don't be fooled, for this will allow you to build up for a super attack!





A bit nitpicky about color? You can choose one out of four color pallets.

Versus Mode

As always, there will be a two-player feature included that will let you play as 12 characters—so far. . .



First, you and your opponent have to choose your character.



Set preferences like color, handicap, and stage.



You can choose any stage to fight in and whatever character you wish to fight with.



Because of the success of the first two Super Famicom titles, Ranma will be coming to the shores of Japan for its third appearance on the Super Famicom! Plenty of the best characters have been retained, with the addition of five new ones! Since we've seen the other characters from the last game (and are limited to two pages), we've detailed the newer characters as well as sneaked in many other characters for a few surprises.

Several new features exist in this version, like the choice of four different colors for your character. There is also a great new Battle Mode that lets you choose two characters and battle it out in a Tag Team arena! There are other differences, like the button config made up of two types of punches and kicks (a button each), and also the ability to taunt—which will build your up for a super special attack!

Tag Team Mode

Here's a nifty addition! In this Two-player Mode, call a second character in so that you can recover on the side!

Member switching!



The way this works is if a player is damaged, he/she can switch places with the other and recover lost health!



The action takes place in an arena. Does anyone in the audience look familiar?

THE GOOD

Plenty of special moves, great animation, and even super special attacks that need charging!

THE BAD

The game suffers from an incredible speed deficiency. As of yet, there is no option to change the speed.

THE UGLY

All the lovely voices from Genma's "Ha-Hork" to Kodachi's ear-grating laughter are included.



FACT FILE

RANMA 1/2 SUPER BATTLE

MANUFACTURER	# OF PLAYERS
SHOKAGUGAN OF JAPAN	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
20 MEG	N/A
THEME	**% COMPLETE**
FIGHTING	90%

















Hinako Ninomiya



A child-like teacher who can also transform into a powerful woman.



Tatewaki Kuno



The brother of Kodachi is back and has several new lightning quick attacks!



Kodachi Kuno



Kodachi returns with throwing pins, gas spewing flowers, and that vile ribbon.



Mariko Konjou



Mariko's a cheerleader who turns pom-pons and batons into weapons!

HERB



Herb (the final Boss) is a prince who is one of the most skilled and powerful characters that you will face in the game!



Wave Shot



Flash Kick



The only *real* game in town.









Play with real superstars. See their pictures and stats on-screen.













RBI BASEBALL, the hottest line of baseball games ever, is coming at you with its latest, greatest season — RBI '94!

- Game play that's *twice as fast* as RBI '93, plus rotoscoped animation for incredibly lifelike movement of runners, batters and the pitcher!
- On-screen baseball card-style player pictures with their '93 stats.
- MLBPA licensed, which means over 800 real players from 28 real teams.
- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.
- Uses the real '94 baseball schedule for a full 162-game season, playoffs and world championship.
- Showcases the new East-Central-West division structure starting this year.

It's not real unless it's RBI '94.

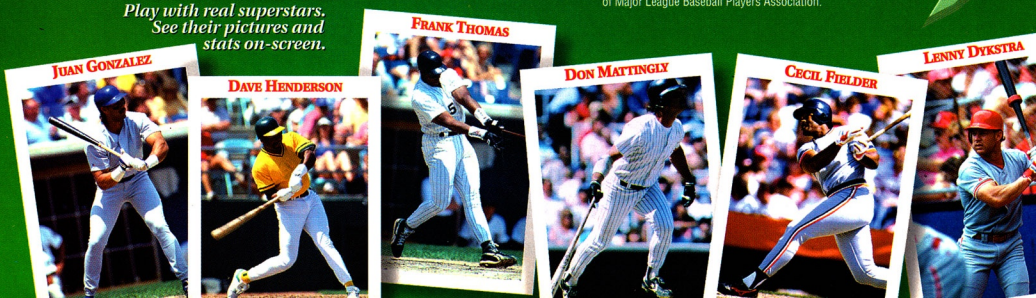
MAJOR LEAGUE BASEBALL PLAYERS

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R.B.I.™ '94

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General Audiences

TRICKS OF THE TRADE

SEND TIPS

If you've found a cool new trick, listen up! Write your tips and send them to:
Tricks of the Trade
1920 Highland Ave, Suite 222,
Lombard, IL 60148
Check into the continuing saga of Trickman Terry for more details or get a Hundred Blows of Hurt in the chops!

WIN GAMES!

TRICKMAN NEEDS A PLACE TO LIVE

It's getting close to his wedding, and Terry is looking for a new place of residence for his future bride, Tina and himself. But it looks like the couple has to live in a cardboard box! Since Terry doesn't have a credit card, the apartment complexes think that he won't pay his rent. Nowadays no credit is just as bad as bad credit! Terry needs to show these places a load of tricks from his loyal readers to prove that he is working hard. Don't let the Trickman live on the street! Send your new and exciting tricks to:

Tricks of the Trade, Sendai, 1920 Highland Ave, Suite 222, Lombard, Illinois 60148.

If your trick, code, cheat, or tip helps to get Terry a Mansion in Beverly Hills (yeah, right), or just a quaint little condo, you'll get your name in EGM and you will also receive a free game for the system* of your choice. See the cornea-burning fine print below for details of the allowable systems. Please use a magnifying glass to save your vision!

Rules that we put in tiny print to keep our lawyers happy and cause eye strain...Sendai Publishing Group, Inc is not responsible for the submission of similar or identical tricks, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tricks being submitted, the first trick received will be chosen as the winner. Limit one game per person per issue. You must print your name and address on the actual letter for us to give you credit. Final selection of games is up to us. * The allowable game systems are: NES, GameBoy, Genesis, Sega CD, Duo, Lynx, Game Gear, and Super NES. Void where prohibited by law.

NBA Jam

Super NES	Acclaim

New Characters and Power-Up Codes

Do the codes for new characters at the Initial Screen. Put in the rest of these codes at the Tonight's Match-Up Screen.



To do choose some new characters to use, start your game and choose "YES" when asked to enter your initials. Follow the instructions for each character on the Initial Screen:

Kabuki: Enter QB and move to the _ , Then press L, R, START and X simultaneously (The _ is actually the empty box on the initial screen).

Weasel: Enter SA and move to the X, Then press L, R, START and X at the same time.

Scruff: Enter RO and move onto the D, Then press L, R, START and X at the same time.

Warren Moon: Enter UW and move to the_. Then press L, R, START and A (The _ is actually the empty box on the initial screen).

P Funk: Enter DI and move onto the S. Then press L, R, START and A at the same time.

Here are some awesome codes for NBA Jam!

Power-Up Turbo - At the Tonight's Match-Up Screen, press any button five times. Then hold button Y, B, and A buttons simultaneously until the tipoff occurs.

Power-Up Fire - At the Tonight's Match-Up Screen, hold UP and press button B seven times. Then, while still holding UP, press and hold B and Y simultaneously until the tipoff occurs.

Juice Code - At the Tonight's Match-Up Screen, quickly press any button 13 times and then hold buttons B and X simultaneously.

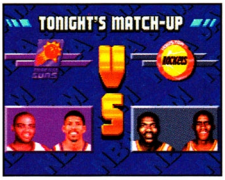
Power-Up Dunks - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons 13 times. On the 13th time, hold that button and keep rotating the pad until the tipoff occurs (It's difficult to do, so keep trying).

Power-Up Interception - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons continuously until the tipoff.

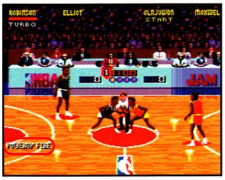
Shot Percentage - At the Tonight's Match-Up Screen, press any button once. Then press and hold DOWN, A and B together until the tipoff occurs. You'll see the % sign in the lower left-hand corner.



With a trick, you can jam with these characters and more!



Do the below tricks from the Tonight's Match-Up Screen.



With the Power-Up Fire code, you're on fire the entire game!



Doing the Juice code will make all of the players move faster.



The Power-Up Dunks code will let you dunk from half court!

You Know Deep Down You May Not Survive.

Eye Of The Beholder. The First ADVANCED DUNGEONS & DRAGONS® Game For The SNES.



There is a criminal conspiracy hiding in the Waterdeep sewers. Well, at least that's what legend says. As evidence of its truth: some rather imposing locks and traps, slashing skeletons, flashing swords and sizzling spells.

Based on this limited knowledge, it would seem the only thing to do is find these criminals and destroy them. As you aspire to the roles of High Priest, Lord, Paladin, Ranger Lord, Wizard or Master Thief, you and your party will experience face-to-face combat and encounters with an intensity only AD&D® role playing affords.

A 3-D graphical point of view makes the fantasy seem real. The graphics are hotter than you know what. And the plots and subplots are complex enough to challenge even the most avid AD&D fanatic.

But even when you think you see the light at the end of the sewers, the Eye Of The Beholder awaits.



While finding the key to unlock the spider's double door, you learn the status of "Airia".



One of the Drow guards who has found your party swings his whip to paralyze "Airia".



When four Kenku soldiers block your path, you have a fantastic battle on your hands.



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TRICKS OF THE TRADE

CHEAT SHEET

ToeJam & Earl in Panic on Funkotron
Sega / Genesis
Passwords

To get through the levels in this hilarious game, just put in these codes at the Password Option:

Level 3: R-F411W9Q986
Level 5: PJ04EK-5WT82
Level 7: MW0WEE6JRVF7
Level 9: VADNEHF9807L
Level 11: MWAAK!8MDT76
Level 13: LHWLXH44C00R
Level 15: F!!NEHNW0Q73

Hector Squiabro
St. Thomas, VI

Actraiser 2
Enix / Super NES
Fight a Boss from the First ActRaiser Game

If you would like to enter a strange stage with a Boss from the first ActRaiser game, just enter this code on the Password Screen:

XxxxYyyyZzzz

When you start the game, you will have to defend yourself from this menace!

Joe Montana's NFL Football
Sega / Sega CD
Different Perspective Replay

The manual that comes with the game doesn't tell you about one cool feature in the Replay Mode. When you are in the Replay Screen, you can press buttons A, B, or C to switch from a "Behind the Quarterback," to a regular view, or even a "Bird's Eye" view. Also, if you press the B button twice in this mode, the camera will switch to a "Football Eyes" view of the game's replay.

John Benyamine
Paramus, NJ

NBA Jam

Genesis	Arena

New Characters and Power-Up Codes

Do the codes for new characters at the Initial Screen. Put in the rest of these codes at the Tonight's Match-Up Screen.

POWER TRIP

To choose some new characters to use, start your game and choose "YES" when asked to enter your initials. Follow the instructions for each character on the Initial Screen:

Kabuki: Enter QB and move to the _ , Then press START and A simultaneously (The _ is actually the empty box on the Initial Screen).

Weasel: Enter SA and move to the X, Then press START and C at the same time.

Scruff: Enter RO and move onto the D, Then press START and B at the same time.

Warren Moon: Enter UW and move to the_. Then press START and A simultaneously (The _ is actually the empty box on the initial screen).

P Funk: Enter DI and move onto the S. Then press START and C at the same time.

Here are some cool codes for NBA Jam!

Power-Up Turbo - At the Tonight's Match-Up Screen, press any button five times. Then hold the A, B, and C buttons simultaneously until the tipoff occurs.

Power-Up Fire - At the Tonight's Match-Up Screen, press button B seven times. Then press and hold UP, B and C simultaneously until the tipoff occurs.

Juice Mode - At the Tonight's Match-Up Screen, quickly press any button 13 times and then hold buttons B and C simultaneously until tipoff.

Power-Up Dunks - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons 13 times. On the 13th time, hold that button and keep rotating the pad until the tipoff occurs (It's difficult to do, so keep trying.).

Power-Up Interception - At the Tonight's Match-Up Screen, rotate the control pad clockwise. While doing this, press one of the buttons continuously until the tipoff.

Shot Percentage - At the Tonight's Match-Up Screen, press any button once. Then press and hold DOWN, A and B together until the tipoff occurs. You'll see the percentage sign in the lower left-hand corner of the screen.

Power-Up Defense - At the Tonight's Match-Up Screen, press any button four times. Then hold A, B and C until the tipoff occurs.

Some codes were found by:

Adrian De La Cruz; Chicago, IL



Play as these characters and more with the trick!



To do the below tricks, you must be on this screen.



Once you do the Power-Up Fire Code, see it in the corner.



Activate the Shot Percentage Code to test your accuracy.



Put in the Juice Mode first. Reset and enter another code.

Tecmo Super Bowl

Super NES	Tecmo

Sound Test

When the Title Screen appears, take any controller and press the top L and R buttons simultaneously for the sound test.

POWER TRIP

To get a sound test to appear in this game, just do this simple trick. When the Title Screen appears, press the top L and R buttons simultaneously on either controller. A sound and music test will appear to let you listen to all of the effects in the game.

Eddie Eskew
Orlando, FL



Pressing the L and R buttons will give you this sound test.

IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are – there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Haggar flat on his back.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious.

No wrestling game can match this one.





Gunloc gets pummeled by multiple hits of Biff Slamkovich's deadly sonic fist.





King Rasta puts the pin on Alexander "The Grater" with a super suplex.

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TRICKS OF THE TRADE

CHEAT SHEET

GAME GENIE

Mega Man X
Capcom / Super NES
Game Genie Codes

C2B9-3404 - Infinite lives.
C9B3-4769 - Infinite weapons once you have them.
D58A-1FBC - Jump Higher.

Ranma 1/2
DTMC / Super NES
Game Genie Codes

D7B4-0DA9 + EABF-04D9 - Ranma moves faster.
1DB1-D4D9 - Ranma's Dragon Blast kills in one hit.
E48C-6DD5 - Genma's charging attack (Paternal Anger) goes faster.

Sonic the Hedgehog 3
Sega / Genesis
Game Genie Codes

HXBT-BAF4 + A5BT-AAF6 - Start on Launch Base zone.
DG5A-CAHN - Ring power-up box worth 25 rings.
SCFT-B2T4 - Only 3 Chaos Emeralds (plus rings) needed to become Super Sonic.

Chester Cheetah: Wild, Wild Quest
Kaneko / Genesis
Game Genie Codes

AWBT-CA8R - Infinite continues.
ABAA-AABG - Infinite time and infinite lives.
AG2A-AAER - Always have cheese puffs once aquired.

Wolfenstein 3-D

Super NES	Imagineer

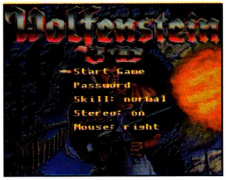
Many Cheat Codes

Take controller 2 and hold the top R button until the title appears. Then go to the Map Screen and enter the codes.





Hold the R button on controller 2 until theTitle Screen appears.



At the Title Screen, start your game in the Normal Skill Mode.

To enable these cheat codes, press and hold the top R button on controller 2 immediately after you turn on the game. Keep holding the button until the Title Screen appears, and then let go of it. Take controller 1 and start the game in the Normal Mode. In the game, press the START button to go to the Map Screen. From here, you may enter any one, or all of these codes with pad 1: Free ammo, weapons, etc. - Press button R, UP, B, A. Invincible Mode - B, UP, B, A. Entire level map - A, A, UP, B. Exit the level - UP, B, button R, B.

Ejaz Shaikh
Brooklyn, N.Y.



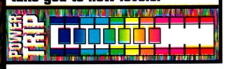
You will get these results if you do tricks on the Map Screen.

Alfred Chicken

Super NES	Mindscape

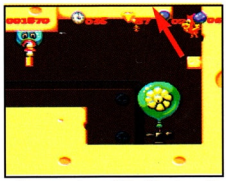
Secret Warp Room

Follow the instructions and look at the pictures provided to find the Warp-Matic, which will take you to new levels.





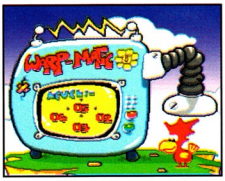
Jump from here to the wall to reveal the hidden block.



Jump on top of the block and up above the ceiling on the left.

On the first level of the game, find the balloon with the sunflower on it. On the bottom of the ledge (shown in the first picture), jump past the sunflower balloon, hitting the opposite wall. If you have done it correctly, you will see a block appear. Jump onto the block and head toward the top-left of the screen. Once you feel that you can go no further (you can't see yourself; you're at the top of the screen), press UP on the controller. You will find yourself in another room with a door in it. Enter the door to access the Warp-Matic machine! You can now warp to levels 2, 3, 4 and also level 5!

Dianna Lee; Vancouver, B.C.



You will be warped to a door that leads to the warp-matic!

NBA Jam

Super NES	Acclaim

Alternative Juice Code

Beat all 27 NBA teams and you will get to see the Juice Code as a tip. Or, just enter the initials and password shown.



Here is another way to make the Juice Code appear in the game. If you beat all 27 teams, you will be able to see this code as a coaching tip! Or just enter the initials LJP and then put in this password:

Z443C1W
Y434S2J

You now have a fast game!

Lance Pollack; Norwood, OH



Defeat all 27 NBA teams and you will have access to Juice!

TRICKS OF THE TRADE

CHEAT SHEET

Prize Fighter
Sega / Sega CD
Color Video Clip

This trick will give you a hidden video clip that is about three minutes long and in full color! To get this, go to the Options Menu. At this menu, press and hold A, then B, then C. With these held, press RIGHT on the control pad. Once you do this, you will see some color footage of the actors making the actual game!

Total Eclipse

3DO	Crystal Dynamics

Round Select

Take a look at the way to do these moves. Move the stick in the direction of the arrows and press the two buttons.



Here is the way to get a Round Select for the 3DO shooter, Total Eclipse. Go past the Title Screen to the Options Menu. Once you get there, move down to the "Quit/Previews" Option. Now, you must do this exact button sequence: Hold the X button. While holding it, press buttons B, L and A. Let go of the X button. Now, press buttons B, L, A, B, L, A. You will hear a sound that confirms the trick worked. In the box on the lower right-hand corner of the Options Menu, there will be a Round Select Option. Choose the stage in which you want to begin and press the P button to START the game in your selected stage!

Mark Discordia; Waterford, CT



On the Options Menu, move to the Quit/Previews Option.



Do the trick. You will find a Round Select in the screen.



Choose which round you wish to start in, and press button P.



You will be able to access the last level. Try to beat the game!

TEMPTING, ISN'T IT?



It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?

In **THIRD WORLD WAR™**, it's your call: you'll lead one of 16 nations in a bid for world domination. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button . . . .









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TRICKS OF THE TRADE

CHEAT SHEET

Ground Zero, Texas
Sony / Sega CD

Gaming Strategies

Here are some strategies to help you in the game:

- Once a location is flashing, go to it even if you are engaged in combat with enemy aliens. If the new location you switch to is playing a video sequence you cannot interact with, push button A and START at the same time to shortcut through the SAT COM transmission.
- Whenever leaving a location, always put up your BattleCam shield.
- If you have a turbo controller, use rapid fire to stun the enemies.
- At the end of Level Two, you must input the Arsenal Access Code, which can only be obtained one piece at a time and only when you save an agent from being abducted. The heads-up display on the helmet does not display that information, so once you have obtained the code, write it down!
- You must blast the alien mothership's engine one to five times. The engines are located in the center of the ship and can be seen as a flashing red dot. Don't take too long, or you will be blasted!

Stimpy's Invention
Sega / Genesis

Passwords

Level 2: THE ZOO - 8BZ0000 003B2WN
Level 3: THE CITY - 8C00003 T33F2WF
Level 4: THE POUND - 831000B C3322WB
Level 5: THE OUTDOORS - 652000G YCM5UWV

Aero the Acro•Bat

Genesis	Sunsoft

Cheat Screen

To get a Cheat Screen that allows you to select your level, infinite lives, infinite stars, and collision on or off.

POWER TRIP

From the Start/Options Screen, press C, A, RIGHT, LEFT, C, A, RIGHT, LEFT. Now, go to the first level. When Aero appears, pause the game and press UP, C, DOWN, B, LEFT, A, RIGHT, B. Now, in Pause Mode, hold buttons A and C. Keep holding these buttons until the Cheat Mode appears.



Do the trick and pause. Hold A and C to get this Cheat Screen.

Aero the Acro-Bat

Super NES	Sunsoft

Level Skip

Do the code at the Start/Options Screen. Start the game and then pause. Do the second code. Pause then press SELECT.

POWER TRIP

At the Start/Options Screen, press the following: DOWN, A, DOWN, Y, DOWN, A, DOWN, Y. You will hear a jingle. Now, go to the first level. When Aero appears, press START. Then press UP, X, DOWN, B, LEFT, Y, RIGHT, A, L button, R button. Press START to pause the game, then SELECT to skip levels.



Do the codes and pause in the game. Press SELECT to skip.

Roar of the Beast

Genesis	Sunsoft

Level Select

At the second Title Screen, put in: UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A. Now, start the game.

POWER TRIP

This trick will allow you to select your starting level in the game. To do this, go to the second Title Screen and enter this code with the first controller: UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN, B, UP, B, B, A. Now, when you choose to start the game, you will get a choice from all of the levels and the ending credits.



By doing this trick, you access this Level Select Screen.

Belle's Quest

Genesis	Sunsoft

Level Select

At the second Title Screen with Belle, enter the code: B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN.

POWER TRIP



On the second Title Screen, enter BUBBA U R A BAD LAD.



After you enter the code, choose to begin your quest.

This trick gives you a Level Select Screen in which you will be able to start from any level in the game. Go to the second Title Screen with the picture of Belle. Enter this code: B, UP, B, B, A, UP, RIGHT, A, B, A, DOWN, LEFT, A, DOWN. Once you do this, start your game and the level select will appear!



The Level Select Screen will appear. Choose any stage!



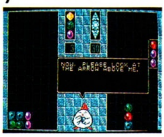
You will begin the game in the stage of your choice. Have fun!



NOW FIVE OF YOU CAN PLAY COLUMNS.

If you've ever played **Columns**, then you know it's as hard to put down as a box of chocolates. But up until now it's been a fairly private habit. Not anymore. We've made **Columns** a free-for-all for you and four of your closest friends. Of course, if you prefer those private moments, you can still go solo. In the meantime, we'll tell your buddies that **Columns III** plays for five.









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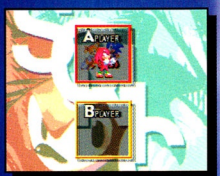
22904 Lockness Ave.
Torrance, CA 90501

TRICKS OF THE TRADE

CHEAT SHEET

MOST WANTED TRICK

This month's Most Wanted Trick is for the awesome Genesis game, Sonic the Hedgehog 3. There is a rumor that you can play as the character, Knuckles in the normal game. You may already play as him in the Competition Mode races. If there is a code out there, the Trickman is willing to print it, and you can help. If you find any confirmation to this rumor, send it in to Trickman Terry (no bogus letters please)! Also, if you find the trick before we do, you'll get your name in print and a free game for the allowable system of your choice! (See page 86 for details)



You can already play as Knuckles in Competition.



Find a code to play Knuckes in the normal game!

Mega Man X

Super NES | **Capcom**

Passwords

At the Title Screen, move to the Password Option and press START. On the Password Screen, enter any of these.

POWER TRIP



On the Title Screen, move down and choose "Password."



Enter the password of your choice on this screen.

Thanks goes to Capcom for providing these codes:

After Vile -
5385, 7136, 6321
Chill Penguin defeated -
6385, 5336, 5364
Storm Eagle defeated -
6483, 7376, 5124
Flame Mammoth defeated -
1573, 5232, 7264
Spark Mandrill defeated -
5131, 7358, 4181
Armored Armadillo defeated -
5147, 8437, 4536
Launch Octopus defeated -
1556, 6642, 7448
Boomer Kuwranger defeated -
5141, 3427, 4261
Extra Life Tank -
5447, 4177, 4536
Sting Chameleon defeated -
4131, 6712, 1221



If everyone has been defeated, you can get to Sigma's level!

Jurassic Park

Sega CD | **Sega**

Awesome Cinema

Find the items provided and go to the Visitor's Center. Put the rock on the main computer to see a destructive cinema.

POWER TRIP

To see a very cool cinema in this game, make sure you have a big rock and the white keycard. Now, go to the control room of the Visitor's Center and get in the door with the keycard. When you see the main computer, take the rock, and place it in the middle of the monitor. You will see an awesome cinema!



In the control room, put the big rock on top of the computer.

Stellar Fire

Dynamix | **Sega CD**

Stage Skip

When you highlight the "Normal" Option, you can hold A, C, START and press UP to skip stages.

POWER TRIP

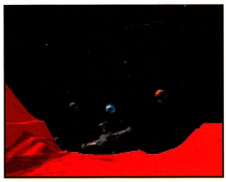


With the arrows on "Normal," hold A, C, & START. Press UP.



When press UP, you'll hear a chime, for a skipped stage.

This trick will allow you to begin on any stage in the game and see the ending cinema. First, you must go to the screen that gives you the Start Game and Difficulty Option. Move to the word, "Normal." Now, press the A button to go through the different difficulty settings. Once you get back to the "Normal" setting, hold the A button. While holding the A button, press and hold C and START. While holding these three buttons, press UP on the pad. You will hear a chime. You have now skipped a level. Keep pressing UP to skip more levels. For each chime you hear, a level will be skipped! Get to the end!



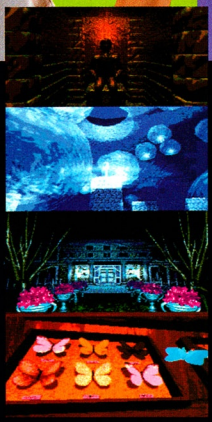
If you press UP seven times, you can see the ending!

Meet Our Soul Survivor.





Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.





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MEGA ENHANCED MOUSE

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BEAT The ★ BEST
UBI SPORT

F-1 POLE

SO REAL YOU BURNING



If you've always dreamed of getting behind the wheel of a McLaren, Williams Renault or a Ferrari and competing against some of the best F-1 Drivers in the world like Nigel Mansell, Michael Andretti or Gerhard Berger, then THIS GAME'S FOR YOU!



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POSITION

'LL SMELL RUBBER!



Choose your car and driver for the perfect race.



The famous track at Monaco has many chicanes and a tunnel shown here by the dotted lines.



Customize your cars features to accommodate course conditions.



The best 2 player F-1 driving simulator available.

- **SPLIT SCREEN** 1 or 2 Player Simultaneous Play.
- **3 MODES OF PLAY:** Practice, Free Run or World Championship.
- 16 Tracks, 7 Car Designs and 14 Official FIA Drivers.
- **5 WAYS TO CUSTOMIZE YOUR CAR** (Brakes, Tires, Suspension, Wings and Transmission).
- **SAVE** Your Favorite Car Settings as Well as Your Best Races.

*...this is a **TERRIFIC** new SNES racing game. **Excellent graphics and animation...tons of options make this cart A WINNER!** As a racing simulation, **F-1 deserves the Pole Position!*** GAME PRO

*OUTSTANDING! So what are you waiting for? **Get in the driver's seat with F-1 Pole Position for the SNES...NOW!*** ELECTRONIC GAMING MONTHLY

NEXT WAVE

18 GAMES PREVIEWED!!!

Double Dragon V, Aladdin, Spot, Steven Seagal: the Final Option, Godzilla, Soccer Shootout, Ballz, Uncharted Waters: New Horizons, Demolition Man, Battle Fantasy, Space Ace, Mega Race, The Incredible Hulk, Gridders, Warlock, Dark Wizard, Outrunners, Side Pocket

NEW SOFT NEWS

There are more games to be had than ever before. Look for lots of new systems, not to mention software. Pretty soon it will be too hard to keep up with the flow.

A lot of the really cool news can be learned in the Special Feature section, where you can see games like Daze Before Christmas and Speedy Gonzales.

TecMagik, who made the terrific Sylvester & Tweety game for the Genesis is planning on releasing a special CD version, with an additional level for the fans. Sounds cool.

The big news of the month is the announcement of Double Dragon V. Fans of the series should be thrilled by the new type of fighting action.

The Jaguar has been ominously quiet, but not to worry. Lots of cool games, like Doom, are scheduled to appear for it.

Sega seems to be riding high, with a whole bunch of projects for the Genesis and beyond. Makes you wonder where the next level will take us, doesn't it?

Here it is, the Next Wave section you all know and love. (I hope!!?!)



Tradewest

Double Dragon V

SNES, Jag, Gen.	Fighting

The next in the famed Double Dragon fighting series is here. Entitled The Shadow Falls, this new game features 12 fighters, including Jimmy and Billy Lee. Many of the new characters were created especially for this game, while others are based on characters from the animated series.

You will be able to select several modes of play, including the Quest, Versus, Tournament, and Battle Modes. Every player has at least three special moves, and a "Knockout" blow to finish off a foe.

Believe it or not, Double Dragon V: The Shadow Falls is not only for the Super NES and the Genesis, but also for the Atari Jaguar!

If you're a fan of the series, be sure to check this fighting cart out.



The long-awaited fifth game in the Double Dragon series is here!





In all, there are 12 fearless characters you can play as in this game. Wow!



Sekka is armed to the teeth with a series of deadly kicks and strikes.



Revolting characters like Jawbreaker are loaded with special moves.



Virgin

Cool Spot

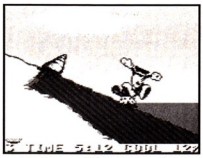
Game Boy | **Action**



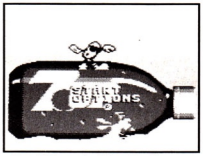
If you liked the Super NES or Genesis versions of Cool Spot, you'll love this portable version of the same game. Save your friends and explore huge levels.

Like before, there are a lot of dangers, from pinching crabs to killer mice. What's a Spot to do?

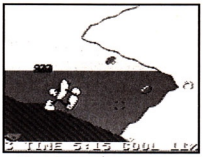
Cool Spot is action-packed and portable.



Watch out for the crabs. They like to pinch.



Cool Spot is like the Super NES and Genesis versions!



Find the Spots for points and the bonus round.

Virgin

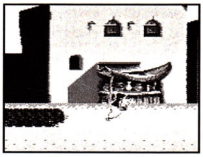
Aladdin

Game Boy | **Action**

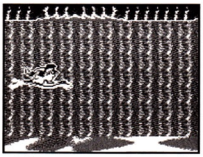


Take the adventure of Aladdin wherever you go. Based on the terrific Disney film, you control young Aladdin through a series of levels. It's just like the Genesis version. Fly on the carpet and find the lamp.

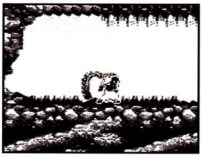




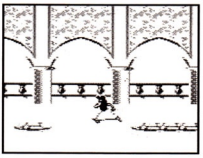
Run through the Agrabah marketplace!



Fly on your magic carpet looking for danger.



Search the dangerous caves for the lamp.



The Sultan's palace is the final zone to pass through.

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NEXT WAVE

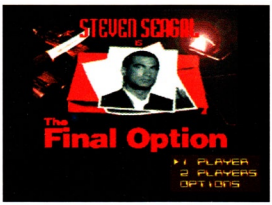
TecMagik

Steven Seagal: the Final Option

Super NES	Fighting

No it's not a movie, but it's pretty darn close to one. You play as Steven Seagal, out to take on the forces of crime as a one-man army. As you brave the many levels, you must master moves which will keep you from an early grave. And when fists aren't enough, you have your blades and your gun.

Steven himself was an active participant in this game. All the characters are digitized and rotoscoped for a new level in realism. The time has come for the Final Option.



Seagal must take on the forces trying to destroy him in Final Option.



Begin the war at the very heart of corruption itself. Take no prisoners.



Avoid the crushing beams, and pummel the criminal scum.

T.T.I.

Godzilla

Duo	Fighting

The king of monsters is back. Godzilla is coming to the Duo, and he's got lots of fighting action in store for you.

Take on a great deal of rubber monsters from his past films, like Gigan, Mechagodzilla, Biolante, King Ghidra, and Mecha Ghidra. Being a CD game, you can bet on rockin' tunes and roars straight from the films.

No rubber monster fan should go without seeing this one. The graphics are great, complete with fiery backgrounds and charring tanks. This game allows you to play as Godzilla himself, or one of his many adversaries for one giant battle.

The Duo is making a comeback with this terrific fighting cart that brings out the beast in you.



Godzilla and the others have special attacks that you've seen in the movies.



Play as character versus character, or even as the other monsters!

Capcom

Soccer Shootout

Super NES	Sports

Soccer is fast becoming the most popular sport in the world. Capcom's latest soccer title takes advantage of this trend, and makes a highly playable game as well. Choose from six modes, and play with multiple players. What's cool is that you can practice all the moves that will lead you to victory.

There's both indoor and outdoor fields, and each has its own play mechanics. The players have a lot of moves, ranging from heading the ball to bicycle kicks.

If you are a sports nut, you'll find that Soccer Shootout has everything you want from a soccer game.





In the case of a tie, you can have a shootout to decide the winner.



Use a wide variety of techniques to get to your opponent's goal.



Play indoors for a few new dimensions in game play. Rebound the ball!

PF. Magic, Inc

Ballz

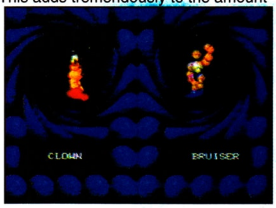


3DO	Fighting

Ballz is a fighting game like no other. Your characters are made up of a number of balls of different colors. They have been arranged in various recognizable patterns to make up the fighters. Some of these range from a kangaroo to a ballerina.

The visual effects are really cool, as each character has several moves, and you can now move on a three-dimensional plane. This adds tremendously to the amount of technique involved.

There aren't that many 3DO fighting games out there, and Ballz really stands out. This is worth seeing, because it's so different from others of its kind.





To add some interesting features, Ballz has a three-dimensional plane that you can use to plot out your battles. This adds to the game.

Using the plane gives you many strategies, from a game of keep away, to aggressive attacks from the side. Overall, it's really cool.

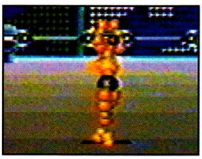




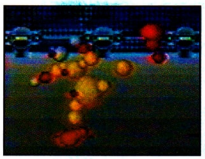
Play as a bouncing kangaroo with punches.



The superhero has a bunch of strong moves.

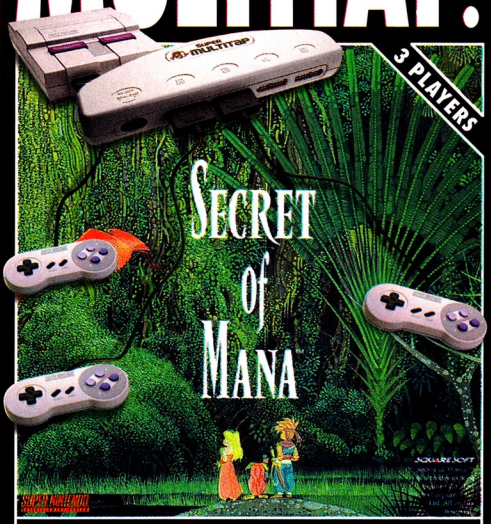


What the heck is a ballerina doing here?!?



The killer clown is not too friendly either!

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NEXT WAVE

Koei

Uncharted Waters: New Horizons

Super NES	Adventure

Take to the seven seas with Uncharted Waters: New Horizons. Engage in trading and exploration, while defending yourself from pirates.

Closer to an RPG, this sequel is involving. It utilizes hundreds of items for trade. Anything you can think of is here.

You play as the son of the hero from the first game. Embark in the family tradition and make your fortune.

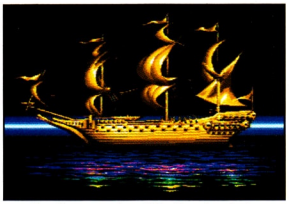
With more lands and features than the original, adventure fans should clamor for this one.



This is one of the heroes of Uncharted Waters: New Horizons.



Set out from the docks and prepare yourself for an epic journey.



Trading goods with other lands is how you earn your money.



The shops and taverns in town are great places to pick up information.





Bungee jump into the urban warzone of Los Angeles, guns blazing.



Storm the museum to get to the elusive madman Simon Phoenix.

Virgin

Demolition Man

Genesis	Action

Virgin comes through again with an awesome movie translation of Sylvester Stallone's *Demolition Man.*

You are John Spartan, a cop who is cryogenically frozen for a bust gone bad. The insane killer you put on ice, Simon Phoenix, has escaped after years of imprisonment.

In the far future, you are awakened to catch Phoenix before he kills any more people.

With astounding graphics and non-stop action, Demolition Man should please movie buffs and hard-core gamers. This is one of the closest movie conversions around. Are you ready to take on Phoenix?

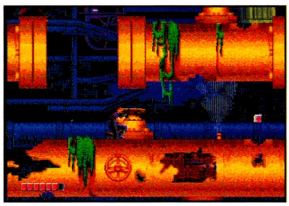




Take a trip into the underworld, and try to protect Egar Friendly from Phoenix.



The floor drops out from beneath your feet and you must battle in the ruins.



Follow Phoenix through the sewers while you blast his compatriots.

Extreme Entertainment

Battle Fantasy



Sega CD	Fighting

New for the Sega CD is Battle Fantasy. This fighting CD has a large number of colorful fighters who battle it out in a fantasy (of course ... duh!) setting.

Each warrior has their own moves, and you can be anything from a werewolf to a robotic mech man. The graphics and sounds use the Sega CD's power extensively, and the overall effect is really outstanding.

If you have to have every fighting game, this one is sure to catch your interest and find a place in your collection. There aren't many great fighting games for the Sega CD.





ReadySoft

Space Ace



Sega CD	Action

Space Ace is on its way to the Sega CD. Based on the classic coin-op, this game is a great translation.

You are Dexter, a hero who has the ability to transform into Space Ace. It seems that the bad guy, Borf, has developed the Infanto Ray, making him a threat to the entire universe. But most importantly, he has kidnapped Kimmie, your girlfriend.

The interactive footage is great, without too much access time. If you were a fan of the arcade version, you're sure to like this one.



You have to save Kimmie from the evil Borf.



Borf has created the diabolical Infanto Ray.



Watch out for giant-sized space creatures.



Watch out for crushing gears and pile drivers.

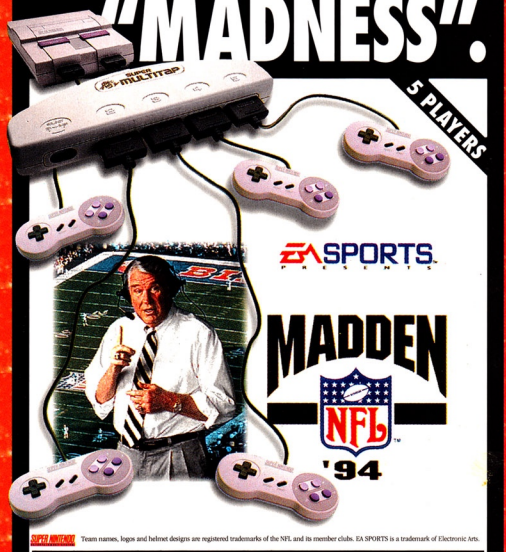








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NEXT WAVE

Tetragon

Gridders

3DO	Adventure

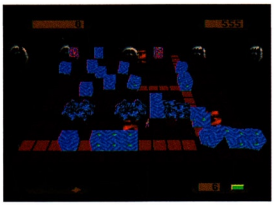
Gridders are geometric 3-D automotons. Your job is to find your way to the basement of an eerie factory to turn them on, and discover their mystical powers.

Gridders is a puzzle game of sorts, requiring you to interact with the strange polygons and use the items you find.

If you like puzzles combined with a bit of action, Gridders should prove to be most pleasing. The graphics are good, and there's lots to explore. What exactly are these things?



Watch out for the traps strewn about the many levels of the factory.



The long view allows you to see the entire floor at one time.



The Gridders possess many secrets. It is up to you to disclose them.

US Gold

The Incredible Hulk

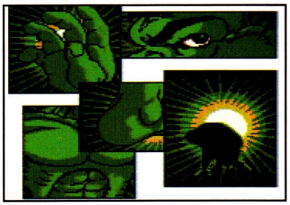
Game Gear	Action

Unwittingly turned into the Incredible Hulk, Bruce Banner must face those that want to destroy him. Pulverize anyone who gets into your lumbering way. Use holds and smashes against the armies of cyborgs who wish you dead.

Collect power-ups hidden throughout the many humongous levels, and eventually turn back into your human form.

The Incredible Hulk is an action extravaganza. You will face seemingly impossible odds. The graphics are very good for the Game Gear, and make for a good portable game.

If you are a fan of the comics, The Incredible Hulk will be a smash. Literally. It's just like the Genesis version of the game.



Cinemas depict you transforming into the Incredible Hulk.



Travel into the sewers in search of power-ups to help you fight.

Software Toolworks

Mega Race

3DO	Driving

The sport of the future is now here. Known as Mega Race, this 3DO racing game is chock-full of action.

In a world run by ratings, the hottest thing going is the constant battle of life and death on the race ways.

You are the driver of one of the competing cars, and hopefully you're good enough to win.

You'll speed through some of the most awesome computer-rendered graphics around, ranging from an underwater track, to outer space, to even a cyber city.

If you must have intense racing action for your 3DO, Software Toolworks has Mega Race for you.





The futuristic city has lots of hard turns to make and several hills to conquer.



Race down the tubes, and knock the other cars into the wall.



You may run out of maneuvering space, and end up crashing your vehicle.



PLAYED FIRST GAME OF EQUINOX.



AFTER YEARS OF PRACTICE, STILL TRYING TO CONQUER THE THIRD DUNGEON.



HAD TO SKIP GRADUATION CEREMONY, BUT FINALLY CONQUERED THE THIRD DUNGEON.



STILL LIVING AT HOME, NO JOB, NO FRIENDS, NEVER KISSED A GIRL, BUT FINALLY DEFEATED THE GREEN BLOBS IN THE FIFTH DUNGEON.



HAVING TROUBLE SEEING THE SCREEN, AND NEED TO TAKE NAPS BETWEEN DUNGEONS, BUT YOU CAN NOW GET TO THE SIXTH DUNGEON *WITH EASE.*



CAN'T SEE THE SCREEN, CAN'T HEAR THE SOUND EFFECTS, CAN'T WORK THE JOYSTICK AND HAVING CHEST PAINS AT THE THOUGHT OF THE EVIL EMPRESS. *FEELING THE* END IS NEAR, YOU VOW TO SOMEDAY COMPLETE YOUR QUEST AS YOU BEQUEATH YOUR JOYSTICK TO YOUR GRANDSON.



WELCOME TO THE 7 DUNGEONS OF GALENDONIA, AN UNDERGROUND WORLD FULL OF GHOSTS, BATS, BLOBS, AND EVIL WOMEN. THEY ALL WANT TO KILL YOU, BUT DON'T TAKE IT PERSONALLY.



YOUR JOURNEY TO RESCUE SHADAX WILL SPAN OVER 450 SECRET CHAMBERS. WITHOUT YOUR MAGIC DAGGER, IT WILL SPAN ABOUT TWO SECRET CHAMBERS.



AFTER A LONG, BLOODY BATTLE WITH BOSS CHARACTER SUNG SUNG, YOU'VE EARNED A STRING FOR GLENDAAL'S HARP. IT'S A SMALL REWARD, BUT AT LEAST YOU'RE NOT DEAD.



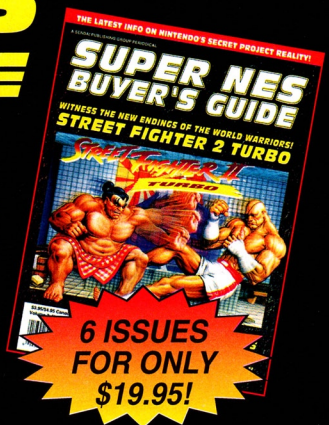
YOU'VE SURVIVED TO DO BATTLE WITH SONIA, THE EVIL EMPRESS. NOTHING CAN STOP YOU NOW, EXCEPT THE GIANT BLOOD-SUCKING BAT THAT WANTS TO GNAW ON YOUR NECK. GOOD LUCK.



(sure, it's just a game.) SONY IMAGESOFT

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HEME6

Trimark

Warlock

Super NES	Action



Warlock is a terrifying action game where you must take on the forces of darkness. You are armed only with your reflexes and magic abilities. The line between reality and nightmares will blur, causing you to go up against the unspeakable.

You will gain your magical powers slowly, but they will not do you any good if you are dead. You will be able to project flames and shoot blue power bolts. Use these on the many minions of evil. Perhaps you will become one of them ... if you fail.



Watch out for bridges that will collapse as you walk across them.







Journey through caves and the dungeon of an ancient castle.



The graveyard scenes are teeming with the walking dead.





The graphics are decent, and use a large color palette. The backgrounds are drawn with eerie detail and can get mighty spooky. The music and theme is also very dark, adding to the overall mood.

Warlock will take your game playing skills to the max. Only the best players will be able to enter its darkness and win. Are you good enough to stop the evil once and for all?





HAD TO MISS YOUR GRANDFATHER'S FUNERAL, BUT YOU FINALLY CONQUERED THE EVIL EMPRESS.

HE WOULD HAVE WANTED IT THAT WAY.



NEXT WAVE

Sega

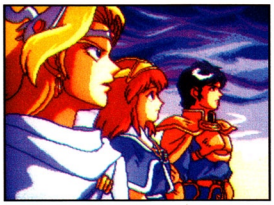
Dark Wizard

Sega CD	RPG/ War Sim.

An evil god has been set free from the Jewel of Darkness. The last stand for the forces of Light is the Kingdom of Quentin. You must gather your forces and take on the evil first hand.

Dark Wizard is sort of a cross between a fantasy RP, and a military simulation. Sort of like Shining Force, but with CD effects.

I highly recommend this game, if not for the fact that there are pitifully few games of this type. Dark Wizard has all that you'd expect, with great cinemas and awesome music.



Beautiful cinemas really put you into the plot of the game.



The evil forces are planning on destroying everything good.



The battle scenes are played out in a fashion similar to Fire Emblem.

Data East

Side Pocket

Game Gear	Simulation

Nothing is more relaxing than a game of pool. Data East is bringing their great pool simulation to the Game Gear, with most of the game intact.

This game of pool plays surprisingly well, and the balls are easy to see. Aside from the normal game, there also is a mini game of trick shots, where you must test your skill.

This is a great translation of the 16-Bit versions. The layout is the same, and even most of the graphics are recreated here.

How Data East has managed to squeeze this game onto the Game Gear is beyond me. If you want a nice relaxing game of pool on the go, Side Pocket is for you. It's a bit different from all the regular games.



Play a regular game of pool in a nice relaxing setting.



If you want a real challenge, try your skills at the trick shot game.

Data East

Outrunners

Genesis	Driving

The hot racing arcade smash is finally coming home! Data East is bringing it to the States, along with all of its non-stop racing action.

Play the Arcade Mode or the original version. Select your car and get ready to roll.

The game can change every time you play, because the checkpoints you reach can take you anywhere.

Like the arcade, this one has great animation, and the sound isn't bad at all.

If you are in the mood for some hot racing action, Outrunners will blow you away. It is one of the best racing games around.

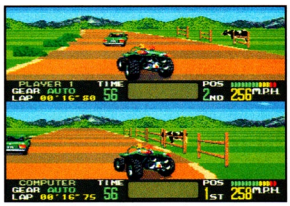




Drive right by the waters of Niagra Falls. Isn't it romantic?



Watch out for those cowboys moseying around the plains.



Racing at high speeds can be hazardous when you hit a cow.

EVERYTHING ELSE IS JUST PRACTICE.

INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)

ESPN BASEBALL TONIGHT



Actual players filmed against blue screen for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.

SONY IMAGESOFT

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"In a league of its own, a unique cartoon adventure"
EGM magazine

Genesis • Game Gear
Amiga • NES

* Titled The Fantastic Adventures of Dizzy



GENESIS
GAME GEAR
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NES



Cosmic Spacehead™ Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world! "Brilliantly original, challenging and great fun - don't miss it!" **AVAILABLE NOW!**



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Codemasters

Codemasters

CJ ELEPHANT FUGITIVE™



NEW FOR GAME GEAR!

Enter a world of elephant antics in a frantic arcade action challenge with the bravest, most heavily-armed elephant ever - C.J. Fed up with life in London Zoo, C.J. escapes and is on the run! It's brilliant - non-stop running, leaping and peanut -shooting action! C.J. hurtles through London, Paris, the Swiss Alps, Rome, Cairo and Africa to his home land! Stunning graphics on Game Gear! Also features bonus game - C.J.'s Trunk-to-trunk arcade challenge!
AVAILABLE: MAY



The action's reached boiling point! Codemasters, one of Europe's hottest games companies, has launched its scorching software in the States and is already recognised as one of the best in the U.S!

Grab a piece of Codemasters' action and take your game playing to red-hot temperatures!

ST GOT HOTTER!



Dino Basher!™ Join Bignose the Caveman in Dino Basher!™ a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, sabre tooth tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!"
AVAILABLE: MAY



DINO BASHER!™

MICRO MACHINES™ Best Driving Product, Genesis • Finalist Sega Seal of Quality Awards

THE SEGA THIRD PARTY SEAL OF QUALITY AWARD
OFFICIAL SEGA SEAL OF QUALITY

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SPECIAL FEATURE!

EGM LOOKS AT THE HOTTEST FIGHTING GAMES FROM THE AMERICAN COIN MACHINE EXPOSITION

SUPER STREET FIGHTER II TURBO



New opening screens featuring Cammy, Chun Li, Ryu, and Akuma greet players.

Super Combos. When your Super Meter is fully charged (by using special attacks), you may unleash a fury of attacks which have the potential to drain half of your opponent's life-gauge! These Super Combos can be used in normal combos for killer results. If you finish an opponent with a Super Combo, you will see a burst of light, along with a special Bonus!



Each character has different colors on this new Character Select Screen.

YOU MUST DEFEAT SHENG LONG TO STAND A CHANCE.

The best just keeps getting better! This complete Street Fighter experience finally features many of the techniques and additions players have been begging for. Most noteworthy of these changes is the appearance of a secret character, Akuma!

To beat Akuma, you will need full control of the new



Here's a quick list of some new features in this phenomenal upgrade:

1. Hidden Boss, Akuma!
2. Super Combos!
3. Recover from throws with little or no damage! Timing is the key...
4. New attacks for each warrior!
5. New Opening & Select Screen!
6. New ending pictures!
7. Controlable game speed!
8. No bonus rounds!
9. High computer intelligence!
10. New bonuses!

What will be left for SFIII?

RYU



Ryu has a new arsenal of punches that deliver multi-hit blows, even in the air! His normal strong punch hits low blocks. His Super Combo is one of the deadliest! Hadoken!



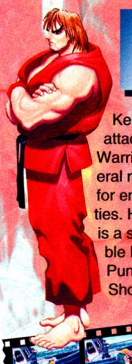
LUNGING STRONG
►+*Strong Punch*
Double punch that hits low!





Vacuum Hurricane Punch
◣◄◣►◣►+P

KEN



Ken has the most new attacks of all the World Warriors, starting with several new knock-down kicks for endless combo possibilities. His Super is a six-hit double Dragon Punch! Shoryuken!



AIR LEG TOSS
◄+ Roundhouse, in air
A twirling leg grab in the air!





Violent Dragon Punch
►◣►◣►+P

CHUN LI



Chun Li has come of age, and now has a triple-hit Air Kick. The Spinning Bird Motion is now performed like a Double Dred Kick. Her Super is very deadly.



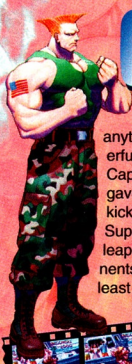
SPINNING AIR KICK
Charge▼,▲+K
Leaping kick with three hits!





Thousand Burst Kick
Charge ◄,►►►+K

GUILE



Guile doesn't need anything to remain a powerful character, but Capcom went ahead and gave him more effective kicks. His Super tags leaping opponents for at least three hits.



LUNGING ROUNDHOUSE
Roundhouse
Guile has many new kicks!





Double Flash Kick
Charge ►,◣◣◣+K

BLANKA



Blanka has a new slide attack, as well as two lunging motions that can help him avoid attacks. His Super Combo can be paused by holding Punch.



GROUND SLIDE
◣+ Fierce
It avoids certain fireballs!



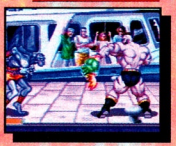


Grand Shave Roll
Charge ◄,►►►+P

ZANGIEF



Zangief is a tough foe now! His new Banishing Punch, Screwdriver combo really socks it to fireball throwers! His Super Combo is graphically spectacular! Ouch, that hurts!



BANISHING PUNCH
►◣▼+P
It can destroy fireballs!





Final Atomic Buster
◐◐+P

E.HONDA



E.Honda has regained much of his range and strength in this version! His 100 Hand Slap now lunges toward your foe instead of walking.





OHICHO BODY THROW
◄▲▼▲◄ +P
Face Slam + Butt Crunch!

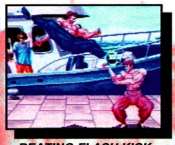


Super Killer Head Ram Charge ◄, ►◄► +P

FEI LONG



Fei Long is faster than before, and his all-new Anti-Fireball attack makes him a deadly adversary for any hurlers. His Super Combo attack has very short range.





BEATING-FLASH KICK
◄▲▼▲►▼◄+K
An arching jump 3-hit kick!



Grand Blazing Flame Punch ▼▲►▼▲► + P

DHALSIM

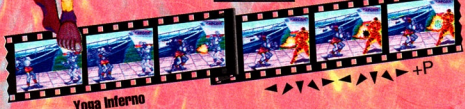


Dhalsim has undergone many changes which make him easily the most refined World Warrior. His stretching is controllable! Good luck getting his Super Combo to work.





Yoga Blast
◄▲▼▲► +K
An upward Yoga Flame!



Yoga Inferno ◄▲▼▲►◄▲▼▲► +P

DEE JAY



Dee Jay is now as deadly as Guile! The addition of his new anti-air kick gives him an edge against jumpers. Like Chun Li's Spinning Air Kick, it will hit three times in the air if timed right.





Jack Knife Maximum
Charge ▼, ▲+K
Similar to Chun Li's attack.

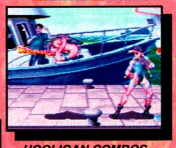


Carnival Hook-Kick Charge ◄, ►◄► +K

CAMMY



Cammy now has a new somersault that lets her get in range for one of three attacks: throw, trip, or leg smash. Her Super Combo is very effective against tall foes.



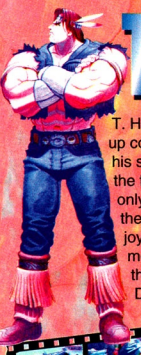


HOOLIGAN COMBOS
◄▲▼▲► ◄+K
Try different buttons in air!



Spin Dive Smasher ►▼▲►▼▲+K

T.HAWK



T. Hawk has been sped up considerably! Despite his size, he is now one of the fastest characters! His only other change is to the lack of a joystick motion for the Condor Dive.





CONDOR DIVE
All 3 punch buttons in air
You can use it in a combo!



Double Typhoon ○○ + P

BALROG



Balrog has learned from his failure against ducking opponents, so now he has a dashing low punch! To make matters worse, his Super Combo is quick and has a long range.





DASHING LOW PUNCH
Charge ◄ , ► +P
He dashes and strikes low!



Super Dashing Uppercut Charge ◄, ►◄► +P

VEGA



Vega has added a new kick to his arsenal; one that hits three times if your opponent is in the air! His Super Combo charges easily with his single backflip (press all three kick buttons).





Back Flip Kick
Charge ▲ , ► +K
A backflip that triple-hits!



Rolling Inza Drop Charge ▲, ◄▲► +K, ►+P(near)

SAGAT



Besides better speed, Sagat has learned to control his Tiger Uppercut, granting him multiple hits! Up to five hits can be had, but the damage is lessened.





MULTI-HIT UPPERCUT
►▼◥ + Fierce
Can you say instant 5-hit?



Tiger Genocide ►▼◥►▼◥ +P

M.BISON





The only thing poor M. Bison has learned is how to control his Devil Reverse Punch in the air. His torpedo only hits blocking opponents once.



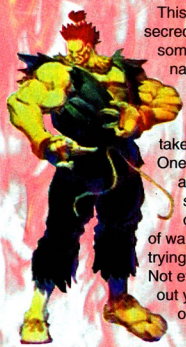


DEVIL REVERSE PUNCH
Charge ◄, ►+P, P (to control)
Extra control = deadly hits!



Knee Press Nightmare Charge ◄, ►◄► +K

AKUMA



This hidden end-Boss is shrouded in secrecy, but we've managed to get some pix of him in action! His arsenal consists of attacks from Ryu and Ken, as well as a few new ones of his own, like his Mid-air Fireball! Can we say die? He takes out M. Bison to start Round One, and then you must face him alone. Think fast, because his speed and strength are second only to Sheng Long! One word of warning, gang! Don't call Capcom trying to find out how to get to him! Not even their experts have figured it out yet! If any of you gamers figure it out, write to Trickman Terry!



BLOOD WARRIOR



Pick from the nine feudal Japanese characters and go after your opponent for blood and honor.

This gory fighting game by Kaneko lets you choose from nine ancient fighters. Each character has a very different fighting style along with several unique special moves. As its title implies, the blood really flies when you slice and dice your opponent into ribbons.

BATTLE K-ROAD



Unlike most fighting games, Battle K-Road by Jaleco uses a single elimination tournament with six rounds. There's no hack and slash here. You must time your moves and hit first or lose the round. Special attacks are simple to do—just hold and release a button while moving the joystick. A more simplistic type of fighting game, but with all the fighters and strategy you ever need.



WORLD HEROES JET

More than just an upgrade, W.H. 2 Jet by SNK is a whole new ball game. For starters, there are awesome new cinemas, cool bonus rounds, and tons of new ways to play. But that's only the beginning—there are two new guys as well as a slew of new moves for each character. Look out SF 2!



Select from 16 characters including two new guys, Jack and Ryofu!



Old moves and new ones!



Four types of competition will test your might!



Choose between one or three fall matches.

MORTAL KOMBAT II



Moves like Kung Lao's Friendship are now programmed in. Try (B,B,B,D+HK)

Making an appearance at the show was the hot sequel Mortal Kombat II by Midway. The gory second installment has been number one in the arcades but finds a little trouble holding up to its biggest rival, Street Fighter II: Super Turbo. Still, we all know that MK II has a lot to offer and we are assured by the programmer, Ed Boon, that there is still a lot left unknown. The current version 3.1 is said to be the final version and an upgrade isn't planned to appear any time soon. This version has all the techniques that the others were lacking, along with a few other surprises. Its mass appeal and controversy will keep it going long into the home market. Anyone know the Kano transformation?



Even Shang Tsung's Pit is in the final version. (hold block D,D,U,D)

Live-Action Players Entertain And Teach All At Once!

Learn Poker From The Best In The West.

Sit down at the Cowboy Casino. And play high-stakes poker against five wise-cracking card sharps. **Your opponents are tough.** A mean Cowboy. Cunning Riverboat Gambler. Sneaky Bandito. Sarcastic Dude. A crazy Prospector and his mule. They insult you. Show no mercy. Make you laugh at your mistakes. **But Ace the bartender's your edge.** He teaches you the odds. When to open, raise, check, fold or bluff. Plus winning strategies for Five-Card Draw...Five and Seven-Card Stud...and Texas Hold 'Em. Hundreds of action scenes, great graphics and sound make this game a sure bet. **Call 1-800-886-4956 now for the location of your nearest dealer,** and get Cowboy Casino in your choice of Multimedia PC or 3DO. And start playing to win.





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BLOODSTORM

BloodStorm by Strata is the first fighting game with a password. When you defeat an opponent, you gain his/her special power. Also, each character has an ejectable gauntlet that can be picked up by your foe and used against you. The name is very fitting as you can hack off limbs and even perform a decapitation move right in the middle of a round. Tons of secret stuff like extra characters, locations, and weapons will keep you coming back for more action!



Choose your character and even enter a password to keep the weapons you earn.



It's not called BloodStorm for nothing; decaps and other weapons tear you apart!



This game has lots of characters with different gauntlets and many hidden stuff.



Pick from eight characters with different throws and moves.

Virtua Fighter by Sega is the first and only fighting game of its kind. The 3-D perspective accompanied by multiple views and scaling make you feel like you're really there! Characters have life-like movements and attacks that give you a feel of real combat and each character and background is composed of super high resolution polygons. This one has to be experienced!



Don't give your opponents a chance! Hit them while they're down.

Virtua Fighter





You can be knocked out of the ring and penalized.



Instant replay shows the blow that just took you or your opponent out!



ENTER THE CYBERWAR

AVAILABLE FOR THE SUPER NINTENDO

CYBERSOFT

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SPECIAL FEATURE!

FIGHTER'S HISTORY

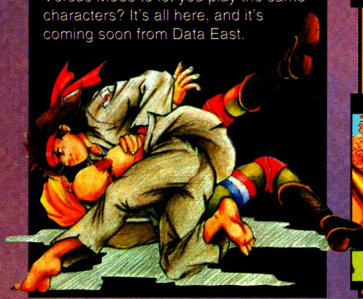
DATA EAST™

FROM OUT OF NOWHERE, DATA EAST LAUNCHES A NEW TYPE OF FIGHTING GAME!

And you thought that fighting games were old news. Well, think again fighting fans! Enter a new breed of fighters in Fighter's History by Data East.

Choose from nine of the deadliest characters—each with powerful attacks and special, superhuman abilities. Fight your way to the two end Bosses and try to find the other secret characters within the game.

New features include the ability to focus on a specific area on an opponent and knock off a piece of protective gear. The opposing fighter will then be vulnerable in that spot for a big hit. Plus, there is a cool Survival Mode where you can choose from any of the nine characters to form a five man team to go against the other five-characters. The team with the most victories during the match wins. What would a fighting game be without a Versus Mode to let you play the same characters? It's all here, and it's coming soon from Data East.



Check out the super new features!



Same Player
Play the characters against each other!



Survival Mode



Pick any of the five fighters to play against your opponent.

That hits the spot!



Focus on a spot to knock a piece of armor off. He/she becomes weak at that point.

Data East wins court ruling over Capcom.

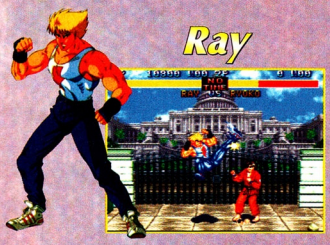


Fighter's History▲
▼ Street Fighter II



The Federal District Court in the Northern District of California denied Capcom USA, Inc.'s motion for a preliminary injunction enjoining Data East's marketing and distribution of Data East's video fight game "Fighter's History" and any newer versions of that game. Capcom claimed that Fighter's History infringed Capcom's audio visual copyright for its Street Fighter II family of video fight games. Capcom also claimed that Data East had copied the "total concept and feel" of Street Fighter II in addition to copying certain fighter characters and special moves. The court held that "Data East has not captured in Fighter's History the "total concept and feel" of Street Fighter II. Rather, the similarities that result between the two games stem from Data East's emulation of the unprotectable, commonplace features of Street Fighter II, such as its stereotypical fight characters and its reliance on unoriginal fighting techniques derived from martial arts. The court further held that "Capcom cannot now withdraw from the public domain ideas and standardized expression ... To do so would be commensurate to awarding Capcom a monopoly over a range of characters and moves that it did not create. It would also allow Capcom to lay proprietary claim to all reality based fight games featuring human characters. Copyright law affords no such protection"

Ray



A martial artist. Beware his Wheel Kick.



Big Tornado *Dynamite Tackle*

Fei Lin



A Chinese opera star destined for glory.



Double Swan *To-Ro-Zan*

Ryoko



Can you master her powerful Judo?



Somersault *Super Mountain*

Matlok

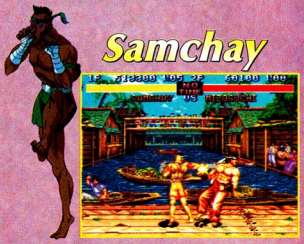


A punk-rock fighter with some serious soul.



Overhead Kick *Spinning Wave*

Samchay



His Ti Kau Koon Kick is feared by all.



Pap So Kau *Ti Kau Koon*

Mizoguchi



A street karate expert. Master of a fireball.



Mid-Air Scissor *Tiger Bazooka*

Lee



A young man searching for revenge.



Piercing Dagger *Silk Worm Kick*

Jean



A French gymnast skilled in agile attacks.



Bal Rose *Needle Shower*

Marstorious



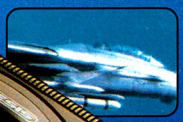
"I'll conquer everyone with my Tiger Punch."



Double German *Moonsault Press*

DO NOT ADJUST

LOCK ON TO A NEW HORIZON.






ALL VIDEO,
FULL SCREEN,
ONLY ON
SEGA CD™

Rated by V.R.C.™
MA-13
Parental Discretion Advised
Mature Audiences



YOUR MAGAZINE

TOMCAT ALLEY™ ON SEGA CD.






(ACTUAL SCREEN SHOTS)

Forget cute little computer animation. Tomcat Alley is the real deal, hotshot, with balls-to-the-wall live action. It's full-screen, full-on aerial action like you've never experienced. Tomcat Alley features seven different combat missions against air and ground targets. And you don't just see the action from under the canopy, you also get a bird's-eye view outside the plane. In fact, Sega TruVideo™ technology takes you as close to the edge as you can get without packing your own chute and wearing one of those helmets with the goofy nicknames on it. Once you've been to Tomcat Alley and back, no little simulator game will do. So bail out on the rest and lock on to the real jet fighter action of Tomcat Alley. Only on Sega CD.

SEGA™

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SPECIAL FEATURE!

SUNSOFT

SUNSOFT RIDES HIGH ATOP THE CREST WITH A WAVE OF NEW VIDEO GAMES

After enjoying success in 1993 with hits like Aero the Acro•Bat, Taz-Mania, and World Heroes, Sunsoft readies itself for yet another banner year.

One of the games that is expected to hit it big is Justice League, a new head-to-head fighting game where players can choose from their favorite heroes and villains to fight with. Porky Pig is another game in the works that will appeal to the younger crowd. This has our favorite ham in a brand new adventure. Another title for the kids is Santa Claus, a cute game with the fat man in red trying to make his toy give-away deadline. Fans of the Man of Steel will be happy to know that Superman will have his own adventure coming soon. Remember Scooby Doo from Saturday morning fame? He's also planned to star in a brand new mystery adventure. With a lineup like this, Sunsoft is sure to shine brightly this year!



JUSTICE LEAGUE™

THE WORLD'S GREATEST SUPERHEROES

Control some of the most powerful comic book heroes and villains in history. For the first time, the most popular DC Comics characters appear together in supercharged 16-Meg formats. Choose from 12 of the most popular DC Comics characters, including Batman, Superman, Green Arrow, Wonder Woman, and many others.

SUPER FIGHTING SUPERHEROES



OINK OINK!!

One of Warner Brother's most popular characters has gone from the television set to the video game screen. Porky Pig goes into his first adventure through the deep wooded forests and secret passages filled with great color and tremendous detail. There are plenty of other colorful levels, all with many cameo appearances of characters from the cartoons.

PORKY PIG™



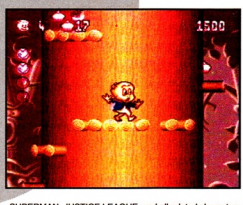
Porky defeats his enemies by bouncing on top of them.



Watch out for the mace that swings around the pole.

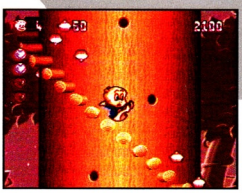


Porky can also swing from branch to branch.



THE TREE

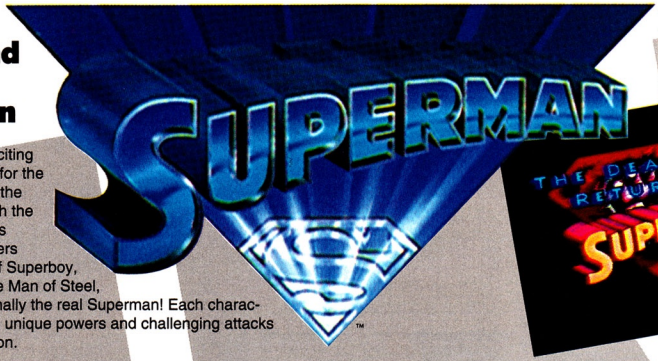
There is a cool level where Porky must climb a tree which rotates from left to right to left. The effect looks like a barrel spinning in front.



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The Death and Life of Superman

Who is the real Superman?This exciting new 16-Meg game for the Super NES follows the story as told through the DC comic books. As events unfold, players assume the roles of Superboy, The Eradicator, The Man of Steel, The Cyborg, and finally the real Superman! Each character is equipped with unique powers and challenging attacks for comic book action.



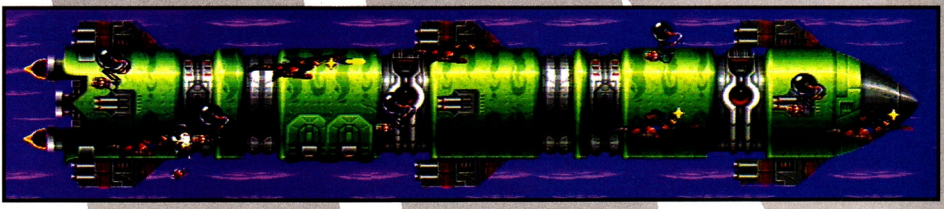

SUPERBOY

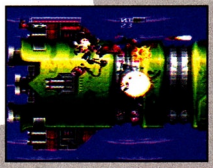

STEEL


SUPERMAN


CYBORG SUPERMAN


ERADICATOR





While soaring alongside this rocket, make sure you avoid the flying debris.



Use the heat vision against the enemies. This is great for long range attacks.

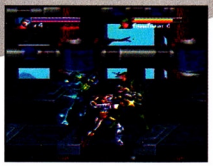




As the Eradicator, you will have the ability to do a powerful back-breaker.



When you play Steel, you will have a large mallet to swing upon your foes.



When you are Cyborg Superman, hold the enemies and drill them until they die.





SUPER MOVES

As the Man of Steel, you will be able to do many powerful moves such as flying and other amazing feats.





Grab enemies and throw them against the wall, which breaks them into pieces.



Go Speedy! Go Speedy!

The fastest mouse in the world is blazing a trail onto the Super NES. Speedy races all over the land to save his friends, mousenapped by a group of evil cats—Los Gatos Banditos. Speedy zooms through loop-de-loops, rides on mine carts twisting down the track at breakneck speed, and maneuvers through corkscrew bridges. The fiesta can't start until all the mice are free. There's no time to waste. Andale!

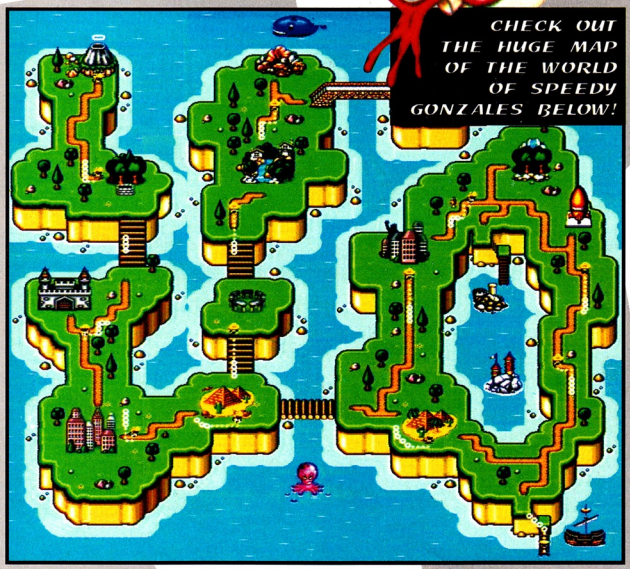
Speedy Gonzales™



Born to run

Pick up these sneakers to enable Speedy to run fast.





CHECK OUT THE HUGE MAP OF THE WORLD OF SPEEDY GONZALES BELOW!

Search around

Stop anywhere and have Speedy look around to see if there are any nearby bad guys.



SLEEPY ROCK



Watch out for the cage hanging from the branch. Just let it fall—but not on you!

Take a wild ride all the way to the bottom while collecting some coins on the way.



YE OLDE BOUNTY



One of your friends is somewhere on this ship. Be careful of the foes.

As you run through the ship, beware of feline pirates hiding behind the crates.



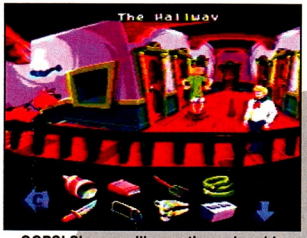
BOUNCY SPRINGS



Jump onto the leaping frog and use him as a ledge to cross the long gap in between.

There are plenty of objects Speedy can use to cross the huge water gaps.





OOPS! Shaggy will sometimes drop his drawers when he's just standing around.

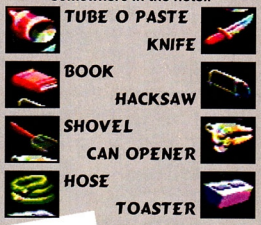
CLUES?



There are clues scattered throughout the hotel that may help you in your adventure.

ITEMS FOR USE

Items you find will be of use somewhere in the hotel.



SEARCH AROUND THE HOTEL HIGH AND LOW FOR CLUES



THE CAFE

OUTSIDE





GARDENER'S ROOM

THE LOBBY







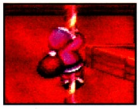
SCOOBY DOOBY DOO! WHERE ARE YOU?

The mystery-solving bunch of Saturday morning have gotten their own video game. Scooby Doo, along with his other Hanna Barbera pals now face a new mystery within the confines of an old hotel. It's up to you and the rest of the gang to solve it.

You must search throughout the hotel for clues and items. There are plenty of places to go and you can use many things within your immediate area, such as doors, books, chalkboards, garden hoses, and many other items.

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PRETTY AGILE FOR A FAT GUY


CLIMB


JUMP


DUCK


RUN

DIDN'T KNOW SANTA WAS SUCH A MOODY GUY



Beware of the herbal tea. If Santa gets a hold of it, he will change from a happy man to an Anti-Claus. He breaks toys while in this state.



THE ONES WHO HAVE BEEN VERY NAUGHTY TO DEAR OLD SANTA


BIPLANE


BOOT


CAR


FISH

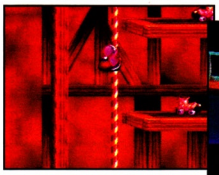

PENGUIN

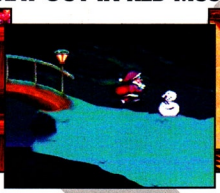

SNOWMAN


TANK


TOASTER

OTHER AREAS THAT GUY IN RED MUST GO THROUGH


INSIDE SANTA'S HOUSE


OUTSIDE IN THE SNOW


EL KITCHEN


DOWN IN THE DEPTHS


LET IT SNOW


SANTA'S HAPPY HOME

JINGLE ALL THE WAY

Take a ride through the skies and around town in Santa's big sleigh. Ho ho ho!



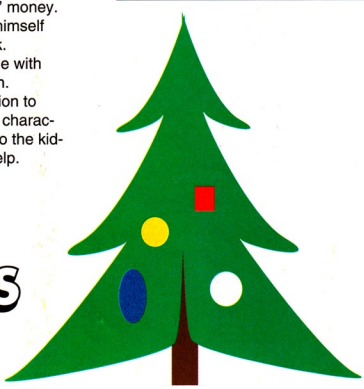
HO HO HO! MERRY XMAS!

You better watch out. You better not cry. You better get ready for Santa, because he's coming out with his own video game.

Santa's got a big problem. His elves quit working for him, because Santa won't give them a raise. But the cause of the problem is Mouse the Louse who has been stealing the elves' money. Now Santa must fix all the toys himself while trying to win his elves back.

There are 24 levels in the game with loads of items and goals to attain. Sunsoft has taken special attention to detail and animation of the main character. Will Santa get the presents to the kiddies in time? Not without your help.

DAZE BEFORE CHRISTMAS



LOVE 'EM OR CLUB 'EM!



Data East product information and support is available 24 hours per day on the CompuServe Information Service in the VIDEO GAME PUBLISHERS FORUM (type GO DATA-EAST).

Call the DATA EAST TIPLINE

for hints and tips on all Data East Games!

1-900-454-5HELP

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DATA EAST

Official Nintendo Seal of Quality

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Report To





Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Your mission: Chart a course through unknown worlds to confront the Derandomizer–the most powerful device in the galaxy.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.

The Bridge.



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Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.

STAR TREK THE NEXT GENERATION®

"Future's Past"

Spectrum HoloByte

SUPER NINTENDO ENTERTAINMENT SYSTEM



Also coming soon on IBM CD-ROM and 3DO.



Will you need Dr. Crusher's™ healing power or Worf's™ strength? The fate of the Federation hangs on your decision, Commander.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.



You've won this encounter with the Romulans™, but they'll be back. Will you be ready?

SPECIAL FEATURE!

BATTLE CORPS

FUTURISTIC GIANT MECH BLASTING ACTION FOR THE SEGA CD!

One of the most well-known companies in this industry (ever since the Amiga was perfected) is Core. Producing many classics like Chuck Rock, Son of Chuck, and other titles for Virgin games, Sony Imagesoft, Tengen, and countless others, Core will soon be re-entering the Sega CD platform with more stellar hits!

Core's first CD title ever produced for the system was the JVC cutesy cuddly Wonderdog, which contained some of the most vibrant graphics at that time. Now having dabbled further with what the system is actually capable of, the gallant design team is now producing some incredible pieces of CD software, *all* of which contain plenty of Mode 7 scaling (a Sega CD option that has rarely been touched). The first is an incredible mech simulation game entitled Battle Corps. In the vein of AH-3 Attack Chopper by JVC, this title puts you behind a seemingly real mecha that is loaded with all kinds of weapons. Blast other enemy combat units, while watching your back and also where you walk. The second piece is Should Star, a title that combines all of the greatest ideas of the Galaxy Force genre of games into one super soft. Finally, there is a racing title being produced. Entitled Chuck Rally, this game will provide racing fans with a new twist to what racing is all about. Being one of the leaders in software developing, Core will definitely have a happy '94 filled with nothing but outstanding titles! Keep it up, guys!

CORE DESIGN INCORPORATED

Entering a genre of game titles that is growing in vast numbers is the giant mech simulation of Battle Corps. Similar to the style of AH-3 by JVC, Core has created a first-person viewpoint from within the cockpit of a futuristic mech. Your targeting is centered with the crosshairs that stay stationary throughout the game, and with this guide your aim will be at the most effective. The weapon selection contains several nifty items of desecration, however most have only limited rounds. You must also be careful should you be a trigger-happy little player, because the gun barrels will overheat and your vehicle will be damaged. The actual game environment is very clear and is in a 3-D environment providing the top-notch feeling of piloting a giant mecha. Even the cockpit bumps up and down with the thunderous footsteps of your mighty machine. Presently, Core only has the volcanic level complete, but there will be more on this as it comes to us!





Within this Undersea Level, ships will sail over you while bombarding you. It's nuts!



Turrets and tank mechas patrol the Volcanic Lands.



There isn't a lot of dry land, so you'll have to touch the lava often.



Wriggle past icy mountains and other obstacles in this Arctic Zone.

THE MECH IS ARMED WITH VARYING WEAPONRY.



These shots are standard.



More powerful than standard.



A nuke that packs a lot!



Will home in on the enemy.



Torches nearby enemies.

SOUL STAR

INTERSTELLAR MODE 7 COMBAT UPON THE SEGA CD SYSTEM!



Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD! Filled with plenty of scaling and rotating objects, the minds at Core will have a superb game ready that combines all of the major shooters of this genre. You'll have to zoom straight across actual landscapes to blast them up. Several space scenes feature dozens of ships attacking from all angles with levels that give you full 360° control of where you travel on the landscape. Within these stages, you can search and destroy specific objects and also try to locate the exit. With those options at this point in the development, this should be a treat to shooter fans everywhere!



INTENSE STELLAR COMBAT!





Within the space battles, ships will zoom in from all corners of the screen and even enormous battleships will sail past the battle scene, sometimes right at your ship!



PLANET SURFACE BATTLES!





On the planet surface, all types of walking robots, buildings, and terrains will be standing in your path. Dodge or blast them to infinity to get past swiftly.

FULL 3-D LANDSCAPES!

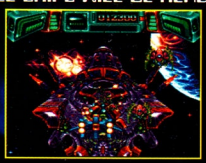




Enter a perspective where the whole landscape rotates about your ship! Locate the core of the gigantic space fairing vessel and head out before it blows to pieces!

SCALING BATTLE SHIPS WILL BE HEADING YOUR WAY!







PLENTY OF WEAPONS, EACH HAVING ITS ADVANTAGES AND DISADVANTAGES



The Ripple laser isn't good in space, but great for clearing the landscape!



This missile barrage will chase down any ship that just happens to appear!



The standard twin blaster has great power and is really good in 3-D zones.

CHUCK RALLY

Rocky Racers

The pot-bellied cave man and clubbin'' son have returned! This time, it will be in a cartoon-like racing game that will make you laugh like the belly buster himself. It will also provide enough challenge tol make you sweat till you're dead! These "works in progress" pix show you just what Core is up to. Utilizing lots of scaling techniques, this racing title will go far beyond normal racing games, with shortcuts, traps, and the threat of other drivers.



THE CAVE MAN HAS JUST GONE TO THE CD GENERATION!

Level One-Jungle







Stage One is set in the jungles, where primitive houses and trees get in the way.

Level Two-Swamps







This bog from the past will catch you in mud and have you hopping to dryer lands.

Nifty Tricks







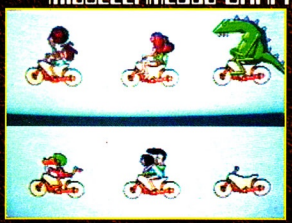
Chuck attacks on the left; son clubs on the right. It's the ultimate father and son team!

Shortcuts!



Be sure to look around for shortcuts and other hidden surprises along the tracks.

MISCELLANEOUS GRAPHICS AND EXTRA IMAGERY YOU WILL FIND IN THE GAME



Here, you can plainly see that there will be plenty more prehistoric racers!





All kinds of different objects were created to bring more life to the levels.

IT'S LIKE CHINESE FOOD...
AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.



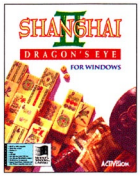
Ahh! Shanghai II. Millions have been tantalized, amazed and intrigued by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

Just match pairs of tiles to remove them. But removing them all requires an observant eye and strategic mind.

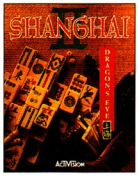


Shanghai II's tiles are never arranged the same way twice, so each and every game is a whole new challenge. And ever more difficult with each new level that awaits you as your skill improves.

So, if variety is the spice of life, Shanghai II is hot stuff indeed. For not only can you try out 13 different tile layouts, but you can also choose from a variety of eye-catching tile designs and three challenging game modes. And now our newest Shanghai II games for Sega™ Genesis™ and Windows™ will satisfy your appetite for exciting animation and sound.



Enter a new dimension in Shanghai by challenging the computer or an opponent to a game of Dragon's Eye, where one tries to bring the dragon to life while the other attempts to slay it.



Help yourself to Shanghai II: Dragon's Eye, but beware . . . once you start, you'll never get enough!

ACTIVISION.

Shanghai II Dragon's Eye is available in Sega Genesis, DOS, Windows and Macintosh formats. See your local retailer or call 1-800-477-3650.

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SPECIAL FEATURE!

If you want action, you've got it! Prime is on the move to the Super NES, Genesis, and Game Gear systems. As the superhero Prime, initiate your Prime Directive to all of the villains and scum of the earth that get in your way. This side-scrolling fighting game will have you combing the streets for wrongdoers and, using your super strength, taking them out by pile-driving them onto the ground, bashing heads, picking up cars, and throwing them, plus much more. Tons of enemies and explosive action await you! Your job is to protect the innocent and expose the guilty. Can you succeed? Play the game and find out.

Malibu Comics is delving into the video game market again with three new titles for various systems! This transition from comics to video games is not uncommon with Malibu. They have done some earlier titles such as The Ex-Mutants and Dinosaurs for Hire. With all of these new games coming from the Ultraverse comic series, they are sure to give superhero fanatics a taste of pure power! Take on the villains with these video game translations of three popular comics in the series!

Prime may be a genetic experiment, but he's also the protector of the innocent and the exposer of the guilty, who is ready at a moment's notice to fight evil. If he's not withstanding damage from missiles, he's battling demons that take on the form of Saturday morning cartoon characters! This is one teenager that has more muscles than the whole senior class put together!

Firearm is an English private detective whose gun does more of the talking when the going gets tough. His real name is Alexander Swan, and he gets hired to crack some of the toughest cases. Most of them require the use of explosives to get him out of trouble. The Ultras are always after him. Can you keep him alive for his next case?

The Strangers are a group of people who gained super powers by a freak accident with lightning. Each one is now learning his/her capabilities and powers and what to do with them. All six of them find out that they have something in common. The morning before the accident, they had nothing in common, but now, they are the Strangers!



While going through the game, you will be attacked by surprise missiles. Look out!









While bashing heads and delivering super attacks to your enemies, you will find yourself getting hit by the villains of the game.

POWERFUL ATTACKS!



What game would be complete without tons of cool moves to do on the bad guys?

PRIME™

MALIBU COMICS

PRIME™, FIREARM™, THE STRANGERS™ are trademarks and copyright © 1993 Malibu Comics Entertainment, Inc. All Rights Reserved.

Continued on Page 138

Golf's just a couple of simple steps!



Yeah right!

So simple you've taken three swings at the ball and it hasn't left the tee yet. So simple you've dug a hole five feet deep trying to get out of the sand trap. So simple you've landed smack behind a huge tree you didn't see before. And so simple you're up to your knees in water trying to pull a ball out of the lake you thought you overshot.

Scratch Golf, simply an awesome experience!

SCRATCH GOLF™









SEGA™
GAME GEAR™

VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

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Continued from Page 136

FIREARM™

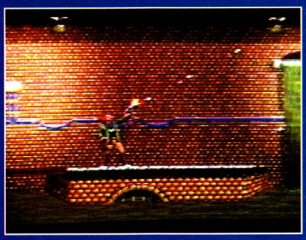


No one leaves you alone, not even on these desolate rooftops by the city.

Another title in the Ultraverse Series, Firearm (for the Super NES and Genesis) lets his powerful weaponry take care of his problems and this game features a lot of it. Everything from homing shots to plastic explosives is here. You'll find yourself in an untamed mix of action and destruction as you seek out those who are bent on killing you.

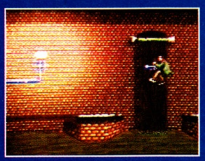
Firearm takes place in a variety of locations. At the time these pictures were taken, only two levels were complete enough to be shown. The level in the sewers features enemies that smell almost as bad as the flowing, green sewage you see everywhere. The next level was a rooftops level that was very incomplete but has plenty of enemies scurrying about.

This second game in the Ultraverse lineup shows exactly what these games are all about; Reliving the comic series in a way that's both fun and offers action that rivals the comics themselves.



Knock out those pesky overhead attackers by shooting diagonally with the gun.









THE STRANGERS™

While only in its infancy, The Strangers is going to be a one-on-one fighting game for the Sega CD. It features characters straight from the pages of the comic book, plus three new characters made specifically for this game. The pictures you see here are very preliminary, yet the attention to detail in the characters is superb. We'll have more info on this title as the work continues but for now, enjoy this character roster and get set for another terrific fighting game, only from the minds at Malibu Interactive.



The Character Selection Screen shows a few of the characters' profiles as they'll appear in the game.





Look Your Enemy Straight In His Eye

THE PIRATES OF DARK WATER™

Created by David Kirschner





This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

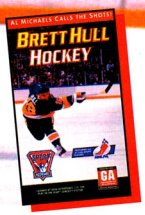
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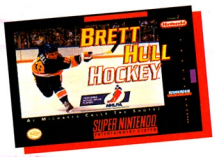
SUNSOFT™

Win Hockey Season Tickets for the Team of Your Choice!

Brought to you by Sport Accolade and EGM!







ELECTRONIC GAMING MONTHLY

SPORT ACCOLADE

Sport Accolade and EGM want to send you to see your favorite pro team in '94. But we're not just giving you a couple of tickets, we're giving you a whole season full!

All you must do to win is correctly answer the two questions below and your name will be entered in our prize drawing:

1. **What hockey team does Brett Hull play for?**

2. **What is the name of the sports announcer in Brett Hull Hockey?**

1 GRAND PRIZE!

- Two (2) season tickets to the pro team of your choice. All you have to do is get yourself to the arena.

1 FIRST PRIZE!

- Brett Hull autographed hockey stick and puck, as well as a Sport Accolade Sweatshirt and Gym Bag.

5 SECOND PRIZES!

- Sport Accolade Sweatshirt

25 THIRD PRIZES!

- Sport Accolade Gym Bag

1. There is no purchase necessary to enter this contest. Only one entry per person. No mechanically reproduced entries will be accepted. 2. Send entry, or 3x5 card with name, address, and phone number, with correct answers to Ultimate Hockey Fan, c/o Accolade, P.O. Box 1946, Cupertino, CA 95015-1946. - All entries must be received at Accolade no later than July 31,1994. 3. Accolade and its staff are not responsible for any typographical errors. 4. The prizes are 1) One Grand Prize: Two season tickets to the pro team of the winner's choice. Approximate retail value: $2000. 2) One Brett Hull autographed hockey stick & puck, Sport Accolade sweatshirt & gym bag. Approximate retail value: $250. 3) One Sport Accolade sweatshirt. Approximate retail value: $40. Number of winners: 5. 4) One Sport Accolade gym bag. Approximate retail value: $30. Number of winners: 25. Accolade reserves the right to substitute prizes if necessary. 5. Contest is only valid in the contiguous United States. 6. All contest winners are responsible for paying local and state taxes applicable to the prizes won in this promotion. Brett Hull Hockey is a trademark of Accolade, Inc. and is officially licensed by Brett Hull and the National Hockey League Players Association. NHLPA is a trademark of the National Hockey League Players Association and is used, under license, by Accolade, Inc. Logo and name ©1994 NHLPA. ©1994 Accolade, Inc. The Sport Accolade logo and Sport Accolade are trademarks of Accolade, Inc. Licensed by Sega Enterprises Ltd. for play on the Sega™ Genesis System. Sega and Genesis are trademarks of Sega Enterprises Ltd. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. ©1991 Nintendo of America Inc. Sendai Publishing Group is a trademark of Sendai Publishing Group, Inc.

BRETT HULL HOCKEY CONTEST ENTRY FORM

To enter this contest, simply complete this form and mail it no later than July 31, 1994 to:

The Ultimate Hockey Fan Contest
c/o Accolade, P.O. Box 1946, Cupertino, CA 95015-1946

Name _____

Address _____

City/State/Zip Code _____

Phone _____

Print Answer to Question 1: _____

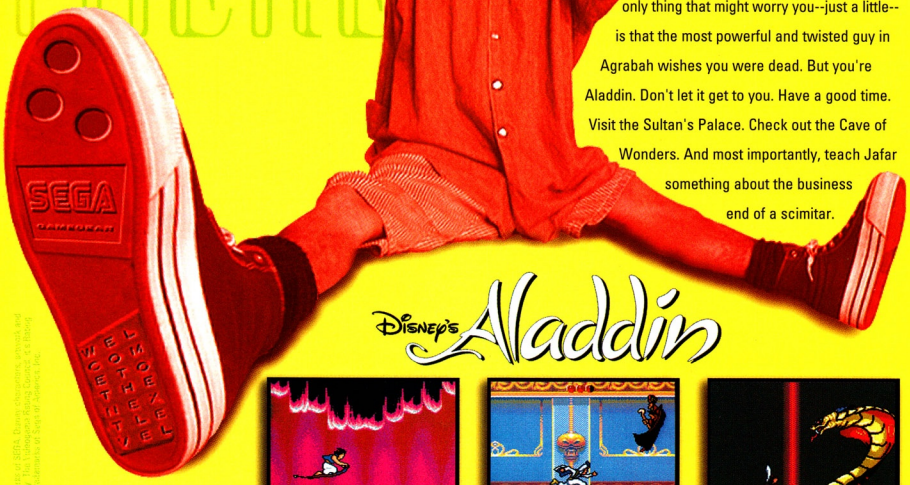
Print Answer to Question 2: _____



DON'T JUST SIT THERE



Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.



Disney's Aladdin

Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.

It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.

He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

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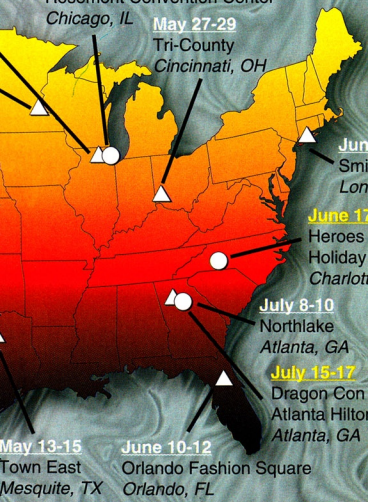
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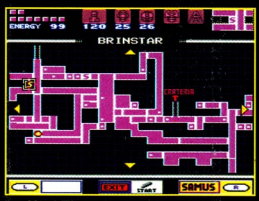
the WHEREHOUSE



THE TRILOGY OF SAMUS AND HER FEARLESS BATTLE!



NEW FEATURES!



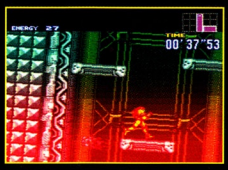
Yes! There is an auto mapping feature included within the game!



You can also access a data file on Samus' present equipment. In addition to switching off individual equipment, you can activate two or more weapons at the same time for a combined effect! There are also weapon effects when using special items, which makes over 30 different possible weapon combos!



The colony is in Alert Mode! Find out what is going on here.



After fighting with Ridley, escape the space satellite quickly!

ATTACK ON THE SPACE COLONIAL SATELLITE!



Once you find the baby metroid, Ridley will appear to take the baby Metroid away!

THE GOOD

A 24-Meg monstrosity that has tons upon *tons* of hidden secrets! Very well thought out!

THE BAD

What is it with the super propulsion? When I want to shoot over to the left, I fly straight up! Go figure...

THE UGLY

Metroids. Lovable, hugable, but oh-so-ugly.

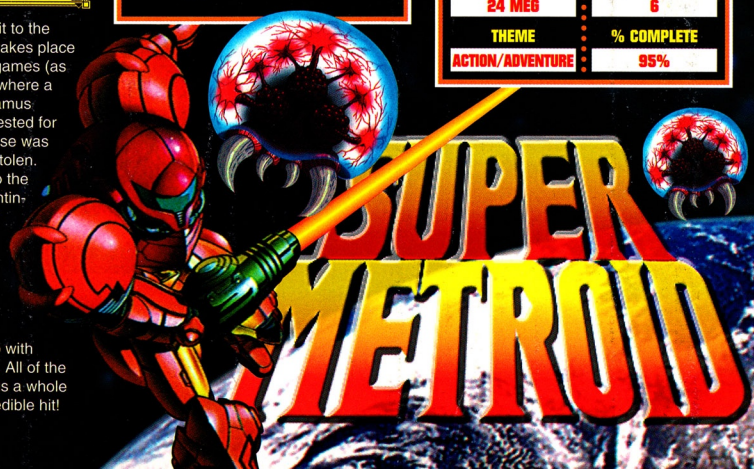


FACT FILE
SUPER METROID

MANUFACTURER	# OF PLAYERS
NINTENDO	1
DIFFICULTY	**AVAILABLE**
MODERATE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	6
THEME	**% COMPLETE**
ACTION/ADVENTURE	95%

Samus has finally made it to the 16-Bit realm! This title takes place right after the first two games (as documented in the intro), where a baby Metroid has followed Samus back home, and it was then tested for human use. Suddenly, the base was attacked, and the baby was stolen. So now Samus must return to the planet Zebes (which even continues the destroyed remains of the mother brain room) to stop whatever sinister plan the aliens have for the infant energy sucker.

The entire planet is huge, containing several pathways and hidden rooms that link up with other levels from time to time. All of the original weapons are here plus a whole new roster! Definitely an incredible hit!



BRINSTAR

In the beginning, you will start on the surface of Zebes, and then you will have to go through the exit where the first game ended and find the morph ball, missiles, and bombs.





Within the realm of Brinstar, the walls are covered with vegetation. Creatures swarm out of pot-holes to attack you. Keep your guard up when you fight the giant plant.





Be careful when you get the bombs. The statue will come to life and attack you!





This swinging plant can only be destroyed by hitting the insides of its "Mouth."

THE VENGEANCE OF KRAID!

Returning from the original Metroid is Kraid! First you must fight his mini-clone outside his lair. Then you must take on his main form—*and be prepared for a shock!!*





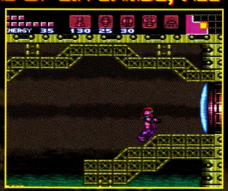


He walks, he kills, and probably is related to Godzilla! Kraid is an enormous monstrosity that attacks by firing spines from his body. His mouth is the weak spot on him!

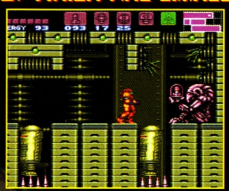
THERE ARE A TOTAL OF SIX LANDS, ALL OF WHICH ARE LINKED IN VARIOUS WAYS!



The underwater land of Maridia is filled with sand and fish.



Enter the Wrecked Ship from the outside land of Cavernia.



The wrecked ship will have plenty of hidden items about.



This vile phantom will strike with flaming eye balls!

SUPER NES

The Jungle Book

UTILIZE MANY MOVES THAT WILL GET YOU THROUGH THE GAME!



GO ACROSS ON ROPE
Avoid dangerous places by going across the rope.



CLIMBING UP
Climb up and get to the upper levels of the stage.



JUMP ON ENEMIES
Basic technique for getting rid of the enemies.



LOOKING UP
Want to see what's up there? Just look up.



JUMP FORWARD
Jump over dangerous obstacles or enemies.



PUSH OBJECTS
Push boulders and giant eggs out of the way.



RIDE THE BIG PARROTS
It's like a rodeo! Parrots will help you get across.



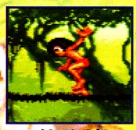
SWING ON VINES
Swing from vine to vine. Watch out, Tarzan!



THROW OBJECTS
Throw those fruits at your opponents.



THROWING UPWARD
Same as throwing forward, now upward.



WALK THE TIGHTROPE
Quiet everyone! He needs total concentration.



DUCKING FOR COVER
Look out! Watch out for those flying fruits.



FACT FILE
THE JUNGLE BOOK

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	11
THEME	**% COMPLETE**
ACTION	85%



Look, it's one of your friends—Baloo. He will appear in various places where he will drop items ... like these bananas.



Use the bananas (pictured at corner) to get rid of all the enemies on screen.



Some stages will have parrots. Ride them to get to the higher places.



Push the boulders on platforms like this to catapult yourself.



Touch the marker in order to save your spot in case you fall to the enemies.

PICK UP THESE ICONS



JUNGLE FRUIT



HEALTH FRUIT



HIDDEN ITEM



EXTRA LIFE



GEM = POINTS



FLOWER

One of Disney's animated classics can now be played on your Super NES. All of your favorite characters are featured here.

You play as Mowgli—a boy who has been raised in the jungle by a pack of wolves. You will have to go through the jungle and other areas where Shere Khan's henchmen are waiting to give Mowgli trouble. Don't worry, help is on the way. Rely on Baloo to give you items to use against your opponents.

To survive in the jungle, you must master many moves that will enable you to handle the jungle's obstacles. Friendly animals or insects will be there to help you. Master the environment and become the king of the jungle.

© The Walt Disney Company 1993.

ACT ONE: TRAINER LEVEL

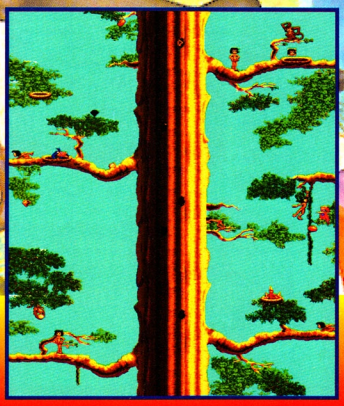
Test your skills by jumping and swinging on vines while avoiding the monkeys and giant, jungle insects. Look out for the dangerous plants, as well.



ACT TWO: JUNGLE BY DAY

In the heart of the jungle, jump across many obstacles. Here you will have to jump on leaves, platforms, and even parrots to reach the top.







Kaa the snake is very tricky. Watch where he will pop out while avoiding his attacks. Throw fruit at his head.

THE GOOD

Disney is known for their animation and the animations of Mowgli are incredible—like watching the movie.

THE BAD

Many moves will take time and practice to master. Controls are sluggish at first, but fair.

THE UGLY

If the animals are your friends why are they attacking you? Hmmm.....

ACT THREE: KAA THE SNAKE

This is just a small sample of how the tree looks. Climb up to meet Kaa. Monkeys, birds, and even killer bees will try to stop your progress. Be careful!

ACT FIVE: TREE VILLAGE

Huts on treetops! This stage can get difficult ... you will use all of your jumping and swinging here. Timing is the key.



ACT SIX: PARROT RIDE

Here you will have the chance to ride the giant parrots while shooting bananas out of the parrot's mouth. Flying squirrels are waiting in the trees to attack you.







Two game modes!

The unique game play is made up of one section that is played like a board game—throwing dice. Where you land is where the action is.



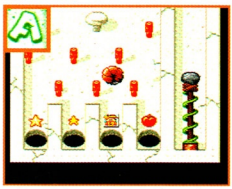
To the Park for prizes!

The Cafe



Should you be a bit low on life, get to the cafe where you can stock up on health before pressing further.





Pachinko, anyone? Shoot the armadillo and score big time!



Get your throwing arm ready! You'll have to hit the power-ups!

Training



Beat the course in time and get a double jump!

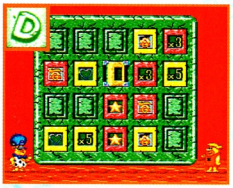
Da Boss



Meet Bosses one through three here.



Whack the monkeys' behinds before they get to the nuts!



The classic game of concentration will baffle you.



FACT FILE
THE FLINTSTONES

MANUFACTURER	# OF PLAYERS
TAITO	1 OR 2
DIFFICULTY	**AVAILABLE**
EASY	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	70
THEME	**% COMPLETE**
ACTION	100%

THE GOOD

The Mario-ish game plan combined with plenty of unique options make this an extremely fun title!

THE BAD

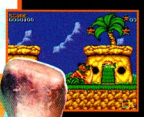
Why is it that a good 75 percent of the time that you jump, the whole game slows down astronomically?

THE UGLY

Is it me, or does the sight of Fred Flintstone winning a race against a thinner opponent just seem wrong?

EGM X-TRA DARE TO COMPARE
A LOOK AT OTHER FORMATS...





Unlike the Genesis version (shown below), the SNES title is played out very similarly to the Mario brother titles, having an overworld land that is made up of several sections that you can hop from. Definitely fitting.





THE FLINTSTONES
The Treasure of Sierra Madrock

For those of you who definitely want the old, but with a whole lot of new—this is the game you've been waiting for! The popular Hanna Barbera title by Taito is an extremely well thought out title that combines the overworld premise of the Super Mario titles and adds a whole lot more! First of all, you will be able to play as two characters, Fred and Barney. While on your quest to find the Water Buffalo treasure, you will need all your skills to make it out alive, from performing double or triple jumps (if you beat the stadium timer twice), to clubbing dinos, to giving yourself some limited hover time by frantically flapping your arms. All will be needed in order for you to survive the perils of the four islands and the even more dangerous cave system below!

The Flintstones Hanna Barbera Productions, Inc. © 1991 H-B Productions.

BEDROCK



Enter Fred's hometown, where gorillas run rampant and lots of dashing dinos race down the streets plowing over anything in their way! Be sure to hit the parks.









Rockhead shows up, and he has the map of the islands! He's a sporting kind of a guy, so he challenges you to a race. If you win, the map is yours.

MAGMAROCK



This is the place to get a prehistoric hotfoot! Volcanoes will spew boulders into the lava, and timed jumps are incredibly necessary. There are lots of parks to explore.









Quartz will also be looking for the treasure. After a short bit of yapping, he will challenge you to a cart race. Watch out for mud and finish before him!

SNOWROCK



Searching for some ice pics that can remove the needed compass, you'll come across plenty of slippery moments, as well as traversing the random sliding pathways.









Marble has the ice tools you need to get the compass out of the ice, so he challenges you to an ice skating tournament. It's Fred on ice!

JUNGLEROCK



The compass has been stolen by a Pterodactyl! Get it back in order to find the entrance to the hidden cave where the fabled water buffalo treasure lies waiting.









The giant Pterodactyl is waiting for your move! Knock it senseless while trying to avoid its swooping attacks and the boulders it will throw!



FACT FILE
KNIGHTS OF THE ROUND

MANUFACTURER	# OF PLAYERS
CAPCOM	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
12 MEG	7
THEME	**% COMPLETE**
ACTION	95%

THE GOOD
The unique level-up system that actually gives a purpose for a score. Fans of the arcade D&D will like it!

THE BAD
You can't grab the enemies like Golden Axe. The last three Bosses beat you with three hits!

THE UGLY
Scorn laughs like a seal lion! I'm shocked he didn't clap his hands and balance his pike on his nose!

Two-Player!


Yes! You and a friend can join King Arthur on the quest for the grail!

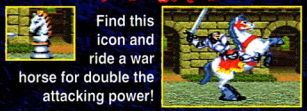
It was bound to happen. The incredible success of the arcade smash has now been brought to the screens of the Super NES! The game is played in the usual side-scrolling manner, but there are many differences that make this title unique from the rest. First off, you have three characters to choose from. There is also the possibility that you'll get the opportunity to find a sturdy mare to ride upon and double your attack power.

But the most unique feature is a level-up system where your character will become more powerful and even change into a different, more experienced fighter upon reaching a certain score! You can also have a friend join in to increase the amount of fun when storming a castle! A nice conversion that should please any fan of the arcade game!

Knights of the Round

The Level-Up System


If you score a set amount of points, your level will increase.

The Mighty Mare!


Find this icon and ride a war horse for double the attacking power!

Score Boosting Items


Finding treasure will boost your score. Also, try to save soldiers who are under attack!

Lancelot


Power: ★★★
Defense: ★★★★
Speed: ★★★★★

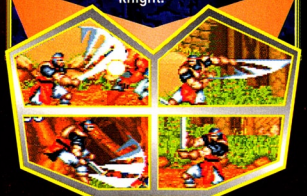
A swift swordsman, Lancelot is seeking a king whom he can serve.



Arthur


Power: ★★★★
Defense: ★★★★
Speed: ★★★★

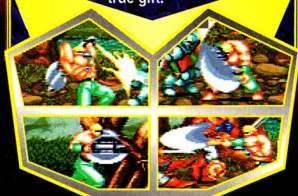
Wielding Excalibur, Arthur is training to be a great and noble knight.



Percival


Power: ★★★★★
Defense: ★★★★
Speed: ★★★

A pure spirited man whose incredible strength is a true gift.



Level One: Village Raid



Boss One: Scorn

The vile scum has attacked an innocent village! Go down and wipe them out completely. Be careful when you go up against Scorn. He is very skilled with his giant pike!







Village Patrol

The villages are being attacked by vile forces! Go down and clean house! There are only a couple soldiers, and only a few swordsmen.



Level Two: Forest War



Boss Two: Braford

Stage Two will have you battling your way through forests and prairie-lands. Once you make it to the castle entrance, Braford the swordsman will attack riding atop a gallant mare!













Watch out for massive troop attacks and diving hawks with knives in their talons.

Within the forests, there are plenty of barrels filled with useful treasures to help.

Level Three: Castle Siege



Boss Three: King Arlon

You now enter King Arlon's gigantic castle. Here you will be able to get a horse for battle. Be careful when you meet up with the Silver King himself. He's really tough!







Watch out for pouncing tigers. Be sure to slit their throats before they attack you!







Have your steed ready when entering the castle. The enemies are powerful.



As you press on, more enemies run your way—and new Bosses will attack you.





FACT FILE

SPECTRE

MANUFACTURER	# OF PLAYERS
GAMETEK	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	MAY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	INFINITE
THEME	**% COMPLETE**
ACTION	95%

THE GOOD

The different two-player modes the game has to choose from give you a variety of game play.

THE BAD

The computer is adept at hitting your tank from off-screen, making the game frustrating at times.

THE UGLY

At later levels you have the stealth assassins whose invisibility and speed can be difficult to deal with.

Enter the Cyber-War. In Spectre, you see a virtual world from the point of view of a battle craft—a 'Spectre.' Roaming around computerized arenas deep inside a massive cyber-net, the object of the game is survival. Shoot your enemies, collect ammo and flags, avoid mines, and race on to higher level arenas. In the two-player game, battle with a friend or ally against the denizens of the Cyber-net. Arm your tank and launch yourself into hyperspace in a battle to see who is the champion of Spectre.



CONTROLS

BUTTON "A": Fires Cannon. Uses one round of ammo. This will not always kill your target.

BUTTON "B": Fires grenades. Uses 10 rounds of ammo. More powerful than the cannon.

BUTTON "X": Hyperspace. Teleports you to another area of the playfield. Requires a lot of energy.

BUTTON "Y": Jump. Your tank jumps in the direction you are moving. Also requires the use of energy.

SELECT: Selects Option Menu.

START: Pauses game.

LEFT/RIGHT: Turns tank left or right.

UP/DOWN: Moves tank forward and backward.

SPECTRE™



2-PLAYER

If you choose the Two-player Option, you have four different games to choose from. You and another player get a Split Screen View where you play cooperatively, in competition, free for all, or attempt to capture the other players flag.





Your mission is to collect all the flags on a given level while taking out enemies in your path. If you sustain too much damage or run low on ammo, search for refueling points to replenish your tank.





Often your screen will flash, indicating you have been hit, even when there are no enemies on screen. Use your tank's radar to see if you are being attacked from behind or by a tank out of your visual range.





Use the numerous obstacles on each level to defend your tank as well as to attack other tanks. Be careful maneuvering around the obstacles; there are many traps which will deplete you of energy if you run over them. The traps are marked yellow and black or red, indicating danger.



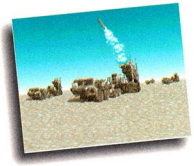
IT'S A ROUGH WORLD...



Super NES® screens shown. Other systems' screens may vary.







...DON'T FORGET YOUR TANK.

The world can be a nasty place. You've got to be ready for anything. Pop quizzes. Zits on prom night. Psycho dictators out to wipe you off the face of the Earth with barrages of SCUD missiles, swarms of assault choppers, and hordes of T-72 tanks.

For those out-of-line dictator types, you'll need Absolute Entertainment's best-selling SUPER BATTLETANK series. With **SUPER BATTLETANK 2™** for the Super NES®, you'll feel the incredible 16-MEG rush of shattering an enemy attack with high-speed machine guns and laser-guided shells, and re-live your victories with awesome full-motion video sequences. Or take the fury of modern armored combat with you wherever you go with **SUPER BATTLETANK™** for Nintendo's Game Boy® and Sega's Game Gear™.



Be ready to deal with the world. Hit the books, wash regularly, and for crazed megalomaniacs and their armies, use SUPER BATTLETANK.

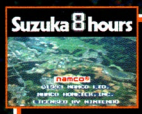
*". . . [**SUPER BATTLETANK 2**] is one tank simulator that couldn't get any closer to the real thing!"*
— ***Game Hits*** **magazine**

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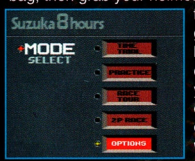
Suzuka 8 hours



FACT FILE
SUZUKA 8 HOURS

MANUFACTURER	# OF PLAYERS
NAMCO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	5
THEME	**% COMPLETE**
DRIVING	100%

If you're constantly running to the arcades to get a racing fix, wait no longer! Suzuka 8 Hours, the game that gave head-to-head racing a whole new meaning, will soon be coming home to the Super NES! Tear up and down the track on a choice of three super bikes and battle it out with a partner on the Split-Screen Two-player Mode. Or for the true test of stamina and endurance, race against the toughest riders in the world. Five courses are guaranteed to not only challenge you, but to put you in the hospital as well. Either way, if racing is your bag, then grab your helmet and get ready for the most grueling eight hours of racing excitement you'll ever experience on two wheels!



At the options, you can config the gear and the steering, choose real or game time, and even decide whether to hit other bikes!





Before the race choose four different race times, all the way up to eight hours. Eat your Wheaties!



Your bike can be tweaked for acceleration, max speed, or cornering with a manual or automatic transmission.



It's always a good idea to keep a safe following distance when in the Two-player Mode, or else there could be a mess!



When racing for long periods of time, it's a must to make pit stops for fuel, tires, and brake pads.



Keep an eye on your speedometer and the warning arrows when heading into the hairpin turns.



This is the control tower, flight 207—you're cleared for landing on runway two-niner. Over.

THE GOOD

Most of the features from the coin-op were kept intact. I like the Two-player Split-Screen Mode.

THE BAD

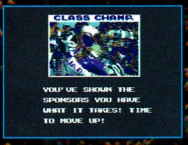
The control of the bike takes a while to get used to. The sound also needs help.

THE UGLY

Anytime you're dealing with motorcycles, the ugliest thing is always crashing. Bring your helmet!



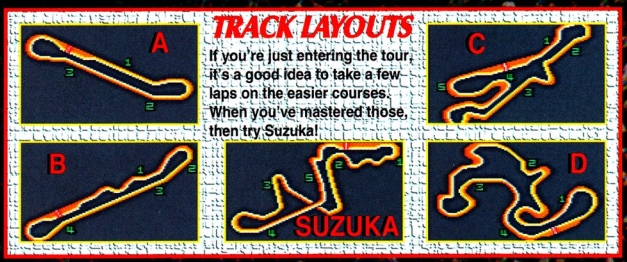
After the race, check out your lap time, and how many points you've earned on the tour.



If you've got what it takes, you may get picked up by a sponsor for better results.

TRACK LAYOUTS

If you're just entering the tour, it's a good idea to take a few laps on the easier courses. When you've mastered those, then try Suzuka!




LOOKING FOR
A GAME WITH
SOME TEETH?



SUPER LOOPZ



FACT FILE
SUPER LOOPZ

MANUFACTURER	# OF PLAYERS
IMAGINEER	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	MAY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	21
THEME	**% COMPLETE**
PUZZLE	95%

This is a very interesting twist on normal puzzle games. There are eight different pieces to use and they throw so many at you that you are constantly getting confused. You must take these pieces and place them on the playing field (one by one) to create continuous loops—or loopz. And as if that isn't hard enough, you have a limited amount of time to use each piece. The higher your difficulty level, the less time you have to use each piece. If you don't use a piece in the given time, it blows up and you lose a life. That makes this game very tough until you become familiar with the speed and game play. The levels are neat and the little animations behind the playing area are cute. The Head-to-Head Two-player options are great for constant competitions with your friends.



In this two-player game, you and your friend work together to complete each level. It makes the game extremely tough because you don't always know what the other is thinking. See how far you think you can get.



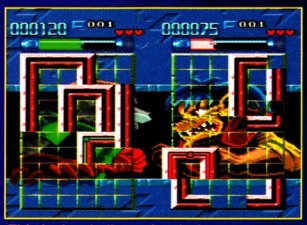
Bonus Levels

In this awesome puzzle game, there are three different bonus games. You can get to the first bonus level by clearing the entire board. The second bonus level is reached by having 50 or more tiles on the board when you win. The third comes when you complete a box with 15 or more corners.

Always a Different Game!



Each level in the game gets increasingly difficult the higher up you go. Every third level you get to a new scene. For example, the jungle is the first three levels. The water scene is levels four through six. The cheese is levels seven through nine.



This is the challenge level where you go head-to-head with your friend. Compete to get more points.

THE GOOD

This game is very intense. The puzzles keep you coming back and the game is always different.

THE BAD

This game is so addicting I didn't want to leave the screen for a second.

THE UGLY

My attitude toward the other guys, because of the large amount of sleep I lost playing this game.

BITE ME!

GUARD YOUR NUTS! ZERO'S COMING!





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SUPER NINTENDO ENTERTAINMENT SYSTEM

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THE GOOD

This game is extremely addicting, especially when you go against a friend. Definitely worth getting.

THE BAD

Most people will miss out on this most awesome simulation. It's too bad. This cart is easy to pick up.

THE UGLY

Being in second place when the game ends, and losing just because you don't have a few passengers.

Have you ever wanted to control a major airline? This awesome sequel to Aerobiz puts you in control as a CEO in charge of the airline of your choice. Build up your empire and watch it grow. This game doesn't let you just sit and relax. Oh no! Unlike weaker simulations out there, you are up against three other companies out for your blood. Buy other businesses, like commuter lines and travel agencies, or start up all sorts of advertising campaigns.

In the four time simulations, real events will occur, sometimes influencing your flights and sales. This game has twice as many cities as the original, and there's so much more to do.

If simulations are your thing or if you want something different, this cart is quite a trip! This sequel goes above and beyond the original Aerobiz.



This is the main screen. From here you can do all your little business tricks.



Visit various companies and buy your planes from them.

Connect your routes and open up flights. This is important.



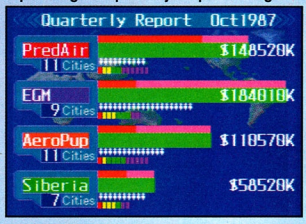


Buy other businesses to complement your flights. Make money!



QUARTERLY REPORT

Use this report as part of your planning. The pink is your profit margin.





FACT FILE
AEROBIZ SUPERSONIC

MANUFACTURER	# OF PLAYERS
KOEI	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
SIMULATION	100%



AEROBIZ Supersonic



Subdivisions

You can buy various businesses to complement your airlines—like amusement parks and hotels.

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Video Game Division

FATAL FURY 2® © SNK 1992 REPROGRAMMED ©TAKARA CO., LTD. 1994



New Natsume Championship Wrestling

FACT FILE
NATSUME CHAMP. WRESTLING

MANUFACTURER	# OF PLAYERS
NATSUME	1 TO 6
DIFFICULTY	**AVAILABLE**
HARD	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
16 MEG	N/A
THEME	**% COMPLETE**
WRESTLING	98%

Natsume delivers a terrific wrestling game to home systems. This cart features 12 original characters, all complete with special moves and dozens of regular moves. The neat thing about this wrestling game is that executing a move is not based on how fast you press the buttons, but on the timing of when you press the buttons. There are five different types of wrestling games to choose from, including a Round Robin where you can have up to six players mixing it up tournament style. Tag team match-ups are a blast and make this game an all-around intense wrestling experience.



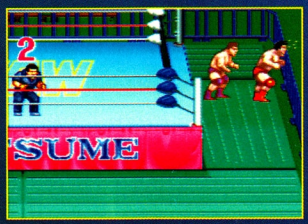
You have a selection of matches to play in. The tag matches are great.



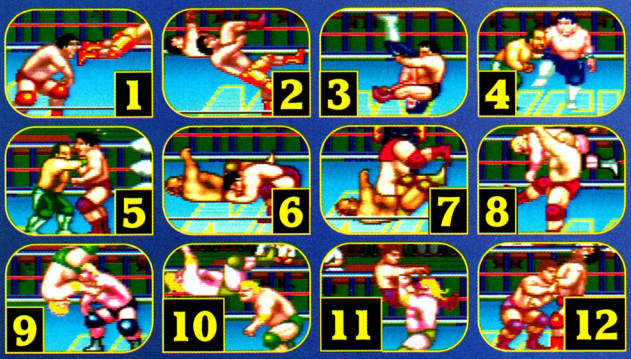
In the world of wrestling you must beat your opponent to a bloody pulp and pin him for three seconds to win.



In this game, you can jump off the ropes and smash your opponents. This move can do a lot of damage, but be careful—miss and you will hurt—bad.



Take the action out of the ring to do some *real* damage to your enemy.



1) Asteroid's face slam is devastating. 2) M. Roach's backdrop really hurts. 3) H. Snake has a killer pile driver. 4) The Viper will win with his face kick. 5) Phantom will maim with his elbow smash. 6) Fangz rocks with his power-bomb. 7) Spike will knock you unconscious with his DDT. 8) Big Ape will bury you with his avalanche hold. 9) J. Kraze will break your back with his body slam. 10) Python will beat you with his throwing power bomb. 11) K. Bruto is brutal with the high angled power bomb. 12) Conan destroys with a football tackle.

THE GOOD

The execution of moves are based on the timing of the buttons and not the speed of the buttons.

THE BAD

The graphics could be more detailed, and control of the game is not very easy to learn.

THE UGLY

Getting the crap kicked out of you by the computer all the time and running into the turnbuckle.

ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level!

It's a Yabba-Dabba-Doo™ time waiting for you!

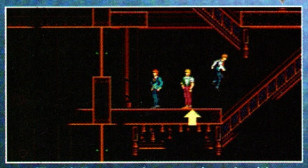
- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!

Official Nintendo Seal of Quality

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Find fellow survivors and work with them to get out of the ship alive.



Brave the many rotations of the ship. Watch out for falling objects. Use your athletic abilities to reach the boiler room.

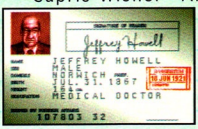


PASSENGER LIST





Capris Wisher—Architect





Jeffrey Howell—Doctor



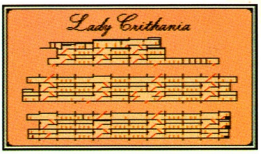


Luke Haines—Sailor





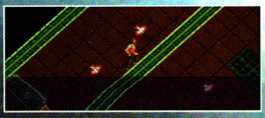
Redwin Gardner—Counselor





SHIP IN TURMOIL!

Make it out of the ship quickly. The ship starts breaking at 30 minutes!







FACT FILE

S.O.S.

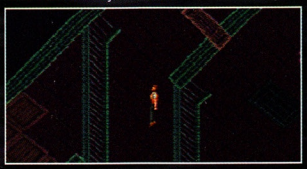
MANUFACTURER	# OF PLAYERS
VIC TOKAI	1
DIFFICULTY	**AVAILABLE**
HARD	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
ACTION	100%



The Lady Crithania is a wonderful luxury cruise ship. But when a storm overtakes her, all on board are pitched into utter chaos. Choose from four different men and try to escape. Each of the people have their own skills. Along the way you will find other survivors, and by chance, they might join you. When a giant wave hits, the entire ship is turned upside-down. You have approximately one hour to escape death beneath the waves.

Adding to the danger, the ship rolls beneath the waters, tossing furniture about. After a half hour, the ship will crack open, allowing water to flood the passageways.

Can you escape? Will you find the way, and brave the dangers of the deep? S.O.S. will be your test...





THE GOOD

The visual effects are totally cool. The suspense gets really intense, especially later in the game.

THE BAD

This cart's a little slow starting, and I don't like the lack of interaction with the backgrounds.

THE UGLY

Making it to the the boiler room and realizing that you only have two seconds left before you die.

Once you find these treacherous scenes, you are almost to the boiler room and freedom. (You hope!) Use caution when jumping around.



S.O.S.

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AXEL

Axel, the star of the first two games, is back in this awesome sequel.

Power	☆☆☆
Technique	☆☆
Speed	☆☆
Jump	☆
Reach	☆☆

SPIN PUNCH



UPPERCUT



HEADBUTT



BLAZE

Blaze returns and she's more powerful than ever with lots of great moves.

Power	☆☆
Technique	☆☆☆
Speed	☆☆
Jump	☆☆
Reach	☆



HIP TOSS



FLIP KICK



FIREBALL





SAMMY

Sammy is a bit older since his debut in part 2. He still has those skates, though.

Power	☆
Technique	☆☆
Speed	☆☆☆
Jump	☆☆☆
Reach	☆

BREAKDANCE



LAUNCH



HEAD SMASH



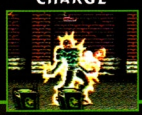
ZAN

This old geezer is also a highly trained combat cyborg with super powers.

Power	☆☆☆
Technique	☆☆
Speed	☆
Jump	☆
Reach	☆☆☆



CHARGE



DASH



HOLD



STREETS OF RAGE 3

Let the head-busting begin! The vicious syndicate is back in town and Axel Stone stands falsely accused of crime. Axel, Blaze, Sammy, and a new brawler, Zan leave a trail of smashed heads and mortally wounded scum. The mob is meaner than ever!

The biggest brawl just got bigger with 24 explosive megabits of dynamite graphics and arcade-style martial arts slaughter! Veteran bashers Axel, Blaze, and Sammy from the second adventure are joined by newcomer Zan, a specially trained combat cyborg. The game is rich in action and is loaded with improved fighting skills, lung buster punches, killer throws, skull-shattering kicks, and mortal blows! There is also an enhanced Two-player Mode for cooperative mayhem. Or blow off steam beating the daylights out of each other in the Head-to-Head Mode.

THE GOOD

Probably the most impressive graphics I've ever seen.

THE BAD

The music isn't as good as the music on the first two games.

THE UGLY

The Mid-Boss in the first level should be taken out.



WEAPONS



2X4
Grab the lumber and hack away at the attackers.



KNIFE
Inflict more damage with the knife.



SWORD
Increase your reach with this long sword.

ICONS



MONEY BAG
Add to your total score when you pick up money bags scattered about.



APPLE
Replenish a portion of your health with a bite of the apple.



TURKEY
Replenish most of your health when you bite into a whole turkey.

FACT FILE

STREETS OF RAGE 3

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	3RD QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
24 MEG	N/A
THEME	**% COMPLETE**
ACTION	95%



Choose your favorite character and see how you match up against your opponent.

BATTLE MODE





You can even play in a same Character Versus Same Character Mode.



Be very cautious in the warehouse as there are many syndicate thugs hiding about.

ROUND ONE



Blaze shows off her knife skills to some baddies.



Carefully knock the bikers off their cycles.



The first Boss is highly skilled in throws and is very adept at long-range kicks.



Many bikers roam the streets in the beginning of the second round.

ROUND TWO



Robots and kangaroos fight in the game as well.



Axel uses a 2x4 found in the club on an attacker.



The second Boss is a set of two females who use jumping and throwing tactics.



BATTLETECH
A GAME OF ARMORED COMBAT

THE GOOD

The animation, control—actually the entire concept is fabulous!

THE BAD

Sliding around on the ice right into the wall of spikes is definitely not good, but it looks very cool.

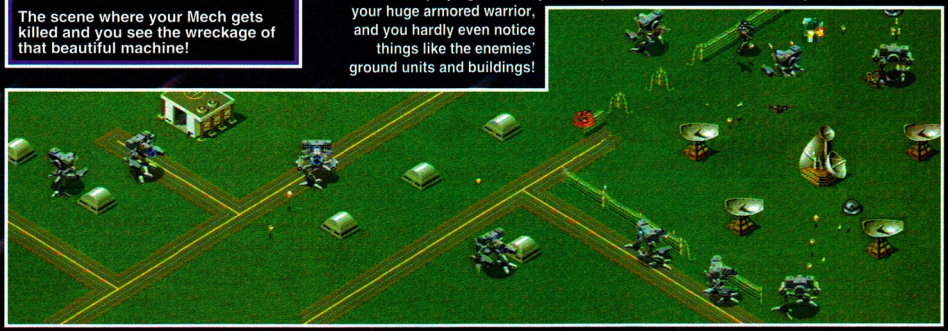
THE UGLY

The scene where your Mech gets killed and you see the wreckage of that beautiful machine!

It is the 28th century, where huge 40 ton man-shaped armored vehicles fight desperate battles for control of distant remote worlds. Battletech is a game of armored combat that is based on the hit role-playing board game. In this game, you control one of the mighty Mechs, on an intense 3-D playing field, and are pitted against five formidable enemy clans in 25 different missions over five different land types.
Or if you're feeling really gutsy, you can go head-to-head with another Mech in a tactical struggle for control.

MISSION 1

You will start your Mech adventure in this mission. Destroy the different radar sites around the playing field. As you stomp around the level, dust flies up around the feet of your huge armored warrior, and you hardly even notice things like the enemies' ground units and buildings!



MISSION 2

The huge canyon walls of Mission Two form a maze-like level that you have to work your way through in order to eradicate the enemy. Small ground units and other Mechs are everywhere.





If you let yourself get surrounded, you will be in a whole lot of trouble.



Destroy the enemies so all that is left of them is a scorched piece of earth.



Take it slow and destroy everything as soon as you see it.



Remember where you have been so that you don't go around in circles.



Even the small ground troops can be a problem if you don't kill them fast.

FACT FILE

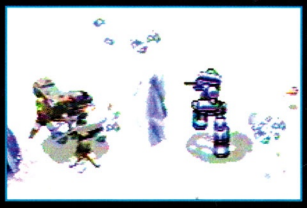
BATTLETECH



MANUFACTURER	# OF PLAYERS
EXTREME	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	AUGUST
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	6
THEME	**% COMPLETE**
SIMULATION	60%

MISSION 3

This is a partial map of Level Three. This level is on an ice world where you will put your Mech in a lot of danger, because when you get on the ice you slide right into the walls made of spikes. There are also some really dangerous enemy Mechs that will surely give you a lot of trouble.





MISSION 4

Here in Mission Four you must take your Mech through a maze of canyon walls in order to seek out and destroy the enemy. Your Mech is almost unstoppable and can blow through just about anything in its way, sometimes even the walls!

Search through the level to find the enemy encampments.

Don't worry; the rocks in your way are no match for you.



These guys shoot showers of bombs into the air to take you out!



Watch for the smaller but faster ground units—they are everywhere.

HULK SMASH!

The Incredible Hulk Contest brought to you by Electronic Gaming Monthly & U.S. Gold!

THE INCREDIBLE HULK



U.S. GOLD

HOW TO ENTER:

Correctly answer the following questions. On a postcard write your name, address, phone number, and the correct answers about the Hulk, then mail to:

The Incredible Hulk Contest (EGM)
1920 Highland Avenue, Suite 285
Lombard, IL 60148

1. What is the Hulk's real name?
   a. Robert Bruce Banner b. Bruce Robert Bruce
   c. Bruce Bantam d. Lou Ferrigno

2. What kind of bomb gave the Hulk his incredible strength?
   a. A neutron bomb b. A hydrogen bomb
   c. A gamma bomb d. A stink bomb

CONTEST PRIZES!

1 GRAND PRIZE:

- Incredible Hulk Leather Jacket
- Marvel Masterworks "The Incredible Hulk"
- The Incredible Hulk Video Game for Sega Genesis & Game Gear
- The Incredible Hulk Temporary Tattoos
- The Incredible Hulk Video Game Trading Cards

2 FIRST PRIZES:

- Marvel Masterworks "The Incredible Hulk"
- The Incredible Hulk Video Game for Sega Genesis & Game Gear
- The Incredible Hulk Temporary Tattoos
- The Incredible Hulk Video Game Trading Cards

5 SECOND PRIZES:

- Marvel Masterworks "The Incredible Hulk"
- The Incredible Hulk Video Game for Sega Game Gear
- The Incredible Hulk Temporary Tattoos
- The Incredible Hulk Video Game Trading Cards

10 THIRD PRIZES:

- The Incredible Hulk Temporary Tattoos
- The Incredible Hulk Video Game Trading Cards

ELECTRONIC GAMING MONTHLY

MARVEL COMICS

Contest Rules: 1. *No Purchase Necessary.* No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by June 1, 1994. All entries become exclusive property of the Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. 2. *Prizes.* 1 Grand Prize: Incredible Hulk Leather Jacket, Marvel Masterworks "The Incredible Hulk," The Incredible Hulk Video Game for Sega Genesis & Game Gear, The Incredible Hulk Temporary Tattoos, and The Incredible Hulk Video Game Trading Cards. Grand prize is valued at $425. 2 First Prizes: Marvel Masterworks "The Incredible Hulk," The Incredible Hulk Video Game for Sega Genesis & Game Gear, The Incredible Hulk Temporary Tattoos, and The Incredible Hulk Video Game Trading Cards. First prize is valued at $150. 5 Second Prizes: Marvel Masterworks "The Incredible Hulk," The Incredible Hulk Video Game for Sega Game Gear, The Incredible Hulk Temporary Tattoos, and The Incredible Hulk Video Game Trading Cards. Second prize is valued at $85. 10 Third Prizes: The Incredible Hulk Temporary Tattoos, and The Incredible Hulk Video Game Trading Cards. Third prize is valued at $10. Winners will be determined at a drawing to be held on June 15, 1994. All prizes will be awarded. Prizewinners will be notified by mail. Prizes are non-transferable. No substitutions of prizes is allowed, except at the option of Sponsors should the featured prize(s) become unavailable. 3. *Odds of Winning.* The odds of winning will be determined by number of valid entries. 4. *Eligibility.* Sweepstakes open to residents of United States and Canada. Upon request by Sponsors, winners shall sign a Liability/Publicity release within 30 days or forfeit prize. Employees of Sendai Publishing Group, Inc. and U.S. Gold, Inc., and their respective affiliates are not eligible. Neither Sendai Publishing Group, Inc., U.S. Gold, Inc., or their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize. 5. *Winners List.* For a list of winners, send a stamped, self-addressed envelope to The Incredible Hulk Contest Winners, 1920 Highland Avenue, Suite 285, Lombard, IL 60148. Requests for winners lists must be received by July 1, 1994. Allow 4 weeks for delivery of winners list. 6. *Restrictions:* Void where prohibited or restricted by law. All federal, state and local regulations apply. 7. Contest sponsored by Sendai Publishing Group, Inc. and U.S. Gold, Inc. Sendai Publishing Group is a trademark of Sendai Publishing Group, Inc. "The Incredible Hulk"™ © 1994 Marvel Entertainment Group, Inc. All rights reserved. Sega, Genesis and Game Gear are trademarks of Sega Enterprises, Ltd. © 1994 U.S. Gold, Inc.

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FOR THE SUPER NES

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DOUBLE DRIBBLE

THE PLAYOFF EDITION

Here it is folks, Double Dribble: The Playoff Edition for your Sega Genesis. Double Dribble delivers what any basketball game can give; but with awesome dunks and rebounds, this one stands out from the rest.

Play in different modes like Exhibition and Playoff. The greatest feature in this game is that you can play with up to eight simultaneously (4-on-4). All you need are two Sega Taps and eight people. The many teams to pick from have different skills and strengths (You may even see your favorite player!). Lively crowd sounds and animations are here, too.



FACT FILE

DOUBLE DRAGON

MANUFACTURER	# OF PLAYERS
KONAMI	1 TO 8
DIFFICULTY	**AVAILABLE**
EASY	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
8 MEG	N/A
THEME	**% COMPLETE**
SPORTS	95%



When shooting the ball, try shoving the other team for a better chance of scoring.



After picking your team, view your players' skills. Choose which players to start.

Crash the boards! Watch where the ball will land while trying to get a good position on the ball.





Pick from 16 different teams with their own strengths and weaknesses in various catagories.



Awesome dunks! If you miss a shot, get close to the ball so you can tip and jam it.

THE GOOD

Awesome hard dunks can really turn the channel on your TV.

THE BAD

The control is a bit sluggish at first, but after a while you can really jam on this game.

THE UGLY

The players look like cavemen running and shooting the ball. Aren't these guys supposed to be extinct?



Quit crying about getting hacked,

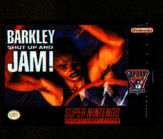
or how your shoes hurt,

or how you can't shoot outdoors.

Just shut up and jam.







SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

SPORT ACCOLADE™

Get *In* The Game.™

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Shut Up and Jam! is a trademark of Accolade, Inc. ©1993 Accolade, Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System.
Sega and Genesis are trademarks of Sega Enterprises Ltd. Super NES is a trademark of Nintendo of America, Inc. All rights reserved.



THE GOOD

A decent game for all sports trivia buffs out there with plenty of challenge.

THE BAD

There are times when some of the questions will cycle around before you get through all of them.

THE ULTY

There are too many topics on baseball which can get a little monotonous.

Listen up, sports fans! Here's your chance to prove that armchair athletes have the most fun. If you're a sports trivia buff—or you just love the challenge of a good contest—then this edition of Jeopardy! is just for you. Delve into past and current trivia in baseball, basketball, football, and hockey or explore categories like Bowl Games, Boxing, Coaches, College Standouts, Equipment, Golf Greats, and Olympic Events. The Sports Edition of Jeopardy! is a whole new ball game! With over 3,500 questions in sports-related categories, Jeopardy! Sports Edition will challenge your brain cells and leave you cheering. The new edition of Jeopardy! contains a variety of sports contestants, photography of Jeopardy's set, and Alex Trebek's digitized voice. It's a truly authentic Jeopardy experience. Take the Jeopardy! challenge. Good luck!



Players are shown which buttons will buzz them in.



FACT FILE
JEOPARDY! SPORTS EDITION

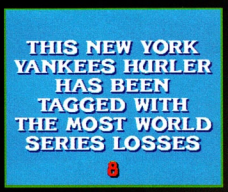
MANUFACTURER	# OF PLAYERS
GAMETEK	1 TO 3
DIFFICULTY	**AVAILABLE**
MODERATE	MAY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
4 MEG	N/A
THEME	**% COMPLETE**
SIMULATION	100%





There can be up to three players. You can even go against computer players.

Give the questions to the answers which get tougher the more they are worth.





If all three fail to give the right question, Alex gives the correct response.



The money doubles after the first round. If you're behind, it's easy to pull ahead.







The Daily Double is the chance for a player to extend their winnings or pull ahead.

This is the last round of Jeopardy! in which players have one question to answer to win the match.





Alex Trebek will give the category for players to think about.

Place your wager and try to pull ahead of the money leader.





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NEW FROM CAPCOM®

Eye Of The Beholder from Capcom



For the Super NES
You've been waiting for another great RPG game, and here it is! Enjoy advanced Dungeons and Dragons at it's finest.

Knights Of The Round from Capcom



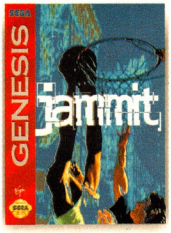
For the Super NES
Knight against knight, might against might. Fight to survive in medieval mean streets.

Saturday Night SlamMasters from Capcom



For the Super NES
Combine the best wrestling title with the top street fighting game and you've got Saturday Night SlamMasters.

BLOCKBUSTERS FROM VIRGIN GAMES



Jammit™ from Virgin Games

You play on the streets and do what it takes to win!

For the Genesis

JAMMIT



Caesars Palace™ from Virgin Games

This premiere casino gaming cart brings all the excitement and fun of casino entertainment to your home.

For the Genesis

Dune™ from Virgin Games

Full screen video clips from the cult film lead you through adventure on the far side of the universe.



For the Sega CD and Genesis

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CAPTRON G & G VG-1

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Mortal Kombat CD shows what a the difference a CD game delivers over a cartridge. Since this version is directly transated from the arcade MK all the terrific sounds, voices, and music tracks missing on the cart are now present! The game sports other features such as animated backgrounds, full motion animated character bio's, and smoother and faster game play due to the additional frames of animation added. As if this weren't enough, you get a full two minute full motion introduction and five techno audio tracks as a bonus with the CD. You just can't get any closer to the arcade on a home system than this!

MORTAL KOMBAT

MEET THE BOSSES!



GORO

VITAL STATISTICS
AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
BIRTHPLACE: KUATAN, REALM OF THE OUTWORLD
OCCUPATION: PRINCE OF KUATAN, RULER OF SHAO KHAN'S ARMY



SHANG TSUNG

VITAL STATISTICS
AGE: OVER 500 YRS
HEIGHT: UNKNOWN
WEIGHT: UNKNOWN
HAIR: BLACK
EYES: BROWN
BIRTHPLACE: CHINA
OCCUPATION: SHAOLIN GRAND MASTER



SUB ZERO

VITAL STATISTICS
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
BIRTHPLACE: UNKNOWN
OCCUPATION: MEMBER OF LIN KUEI NINJA ASSASINS



SUB-ZERO FREEZE
D,DF,F,+LP



POWER SLIDE
B,+LP&LK



UPPERCUT
D,+LP



SPINELESS DEATH
F,D,F+HP



SCORPION

VITAL STATISTICS
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
BIRTHPLACE: HELL
OCCUPATION: A LOST SOUL BENT ON REVENGE



SCORPION SPEAR
B,B,+LP



TELEPORT ATTACK
D,DB,B,+LP



UPPERCUT
D,+LP



NEED A LIGHT?
BLOCK&U,U



LIU KANG

VITAL STATISTICS
AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES:BROWN
BIRTHPLACE: CHINA
OCCUPATION: SHAOLIN MONK / FISHERMAN



DRAGON FIRE
F,F,+HP



FLYING KICK
F,F,+HK



UPPERCUT
D,+LP



FATAL UPPERCUT
360,TE

LEGEND: B=BACK, F=FORWARD, D=DOWN, U=UP, LP=LOW PUNCH, HP=HIGH PUNCH, LK=LOWKICK, HK=HIGH KICK, TE=TOWARDS ENEMY, 360= ROTATE JOYSTICK 360 DEGREES



THE GOOD

The sounds are excellent and make you feel as if you were playing this in the arcade!

THE BAD

The copy tested was only 60 percent completed, but it was great! The release version will be better!

THE UGLY

A matchup against Goro on the highest difficulty ... talk about a thrashing!

FACT FILE

MORTAL KOMBAT CD

MANUFACTURER	# OF PLAYERS
ARENA	1 OR 2
DIFFICULTY	**AVAILABLE**
AVERAGE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	12
THEME	**% COMPLETE**
FIGHTING	60%



VITAL STATISTICS
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
BIRTHPLACE: USA
OCCUPATION: ACTOR



FIREBALL ATTACK
B,F+HP



SHADOW KICK
B,F+LK



LOW BLOW
D+HK



HEADS UP
F,F,F+HP

JOHNNY CAGE



VITAL STATISTICS
AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: BROWN/INFRARED
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL
MEMBER OF BLACK DRAGON SOCIETY



BLADE TOSS
HOLD BLOCK,B,F



SPIN ATTACK
360, TE



HEADBUTT
CLOSE+HP



HAVE A HEART
B,B+LP

KANO



VITAL STATISTICS
AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE
BIRTHPLACE: NONE
OCCUPATION: THUNDER GOD



TORPEDO
B,B,F



LIGHTNING
D,DF,F+LP



TELEPORT
D,U



KISS OF DEATH
F,B,B,B+HP

RAYDEN



VITAL STATISTICS
AGE: 26
HEIGHT: 5'10"
WEIGHT: 125
HAIR: BROWN
EYES: BLUE
BIRTHPLACE: USA
OCCUPATION: LIEUTENANT IN U.S. ARMY



WAVE ATTACK
F,F,B+HP



SCISSOR GRAB
D+LK&LP



UPPERCUT
D+LP



KISS OF DEATH
F,F,B,B+BLOCK

SONYA BLADE



Heart of the Alien, the sequel to the smash hit Out of This World, will soon be making its debut on the Sega CD. This is by far one of the most awaited sequels, since the ending of the original cart left the player with many unanswered questions, such as whether or not they had truly succeeded in making it out of the desolate world they accidentally slipped into, or the whereabouts of the strange alien friend (without him, you wouldn't have lasted five minutes.) All these questions and many more will be answered in this new CD, which not only comes with Heart of the Alien, but also the original Out of This World, both on one disk, both with crystal clear CD sound effects and excellent graphics.

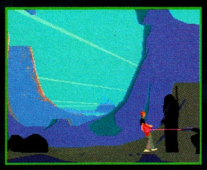
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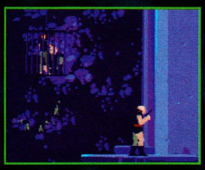
HEART OF THE ALIEN

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
ADVENTURE	60%



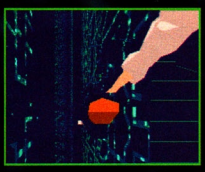








In Out of This World, you are thrust into an unknown world when an electrical storm interferes with your experiment at the lab. Getting out alive will not be easy—unless you find someone to help you.



THE GOOD

The first game was great, but the second is nothing short of excellent. Great tie-in with the first one!

THE BAD

The only bad thing about this game is that it might not be out for a couple of months. I can't wait!

THE UGLY

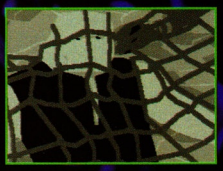
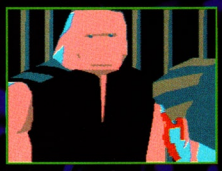
The big black beasts that keep knocking me down on the ground. Why can't I run faster?

HEART OF THE ALIEN

OUT OF THIS WORLD PART 2

The introduction in the beginning reveals the whole story of you and your friend. Many things take place before the first game begins that will answer a lot of your questions. Here are just a few of the incidents that will occur.





You start your adventure in room #1. Where's the scientist? Walk to the left, into room #2. When you see the beast, run as fast as you can back into room #3, and climb the rock to safety in room #4. Run back, and leap the first chasm in room #5, and use the second hole to drop down to the lower level.









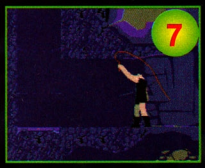


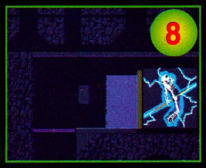


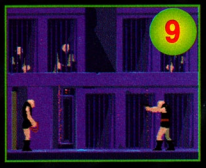
Watch out for the many enemies, pitfalls, and traps in this new adventure—especially the beast in room #2, the first hole in room #5, and the dripping acid in room #6.

















After sneaking your way through the dripping acid, make your way over to room #7 where you will pick up your whip. It is a very useful weapon if you can figure out when, and where to use it. Go up the elevator until you reach room #8; this is where you get your power-up for your weapon. Now you will be able to use the gun, but also the shield. Go through the door, and you'll end up in room #9, the prison area. Keep your shield up at all times when fighting the guards. At room #10, you need to be very quick in order to dodge the lasers. When you reach room #11, you need to whip the hanging fixture from the ceiling, and knock the guard into the hole. At room #12, take the elevator down but watch your step.

When you reach the area where Lester is in the air duct, it may be a lot easier to take on two guys with a little help from your friend. Use your head!





If you plan on making it through the intense levels, it's going to take a lot more brains than it is brawn. Try cooperating as much as you can with your friend.

SEGA CD

HEIMDALL



FACT FILE

HEIMDALL

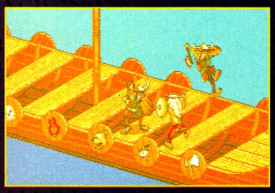
MANUFACTURER	# OF PLAYERS
JVC	1
DIFFICULTY	**AVAILABLE**
MODERATE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	N/A
THEME	**% COMPLETE**
RPG	95%

Listen up all you role-playing nuts! Heimdall, the popular PC game, is on its way to the Sega CD. Our story unfolds as Loki, the god king of evil, fearing defeat in the upcoming battle against Odin, the creator of all the Viking people, sneaks into Valhalla late one evening and steals the gods' mightiest weapons—Odin's Sword, Frey's Spear, and Thor's Hammer. Now being appointed by the mighty god Frey, your duty as the chosen warrior is to be cast down to Earth, and lead the Vikings in the search of the gods' almighty weapons, and then onward to defeat Loki in the final battle of Ragnarok. Accept the challenge of Heimdall and you will be taken to an ancient world filled with mystery, adventure, and sorcery.

At the start of the game, you have the option to test your skill at the sub games. You can try your luck at axe throwing, pig chasing, or fighting on a moving ship. Practice makes perfect.







At the Map Screen, decide which island you want to sail to.





Be sure to keep track of all your characters' items in the Sub-Screen.

Each of the 15 characters have different attributes—check out their strengths and weaknesses.



Alfrun is the strongest but has no magic abilities.





The wizard, Blafotr, is powerful with magic.





Cookta has the highest agility of all characters.





D When you reach the tabernacle at the end of the level, don't be alarmed by the man levitating in the air—he was put under a spell. If you can figure out how to reverse the spell, he will reward you with a very important item!



C Scrolls play a very important part in the game. Even if you can't read the scroll, hang onto it until later. You might be able to figure out what it says if you collect the right items and give them to the right people.

Besides all the scrolls, find items that may have more than one use.





The only way to cross a pitfall is with a spell. If you don't have one, return later.



When you finally make it to the shop, buy and sell special items and even get a bite to eat.

If you're not careful when opening chests, you could be injured by a trap.



B When you get to the village, you will need to fight in order to obtain the scroll for the shop.



Every room holds many secrets. In this room the statues launch arrows.



At the Battle Screen, you can choose to fight with your weapons or use your magical powers on the enemy.

A When entering the fifth island, you must be very careful where you walk. Many hidden traps will put an end to you and your party. Use your Traps Disarm spell in order to gain access to the treasure chests in the first room. Proceed with caution!



The power of descent will help you reach places you normally couldn't.



Some rooms have more than one door. Can you figure out where it is?

THE GOOD

The 3-D style of play is a lot better than the normal top-view of most RPGs. Decent graphics!

THE BAD

The access time on the Sega CD gets very annoying when flipping to the sub-screen. Too slow!

THE UGLY

The enemies are ugly (especially the giant arachnid) but aren't very difficult to beat.



HAYWIRE



FACT FILE

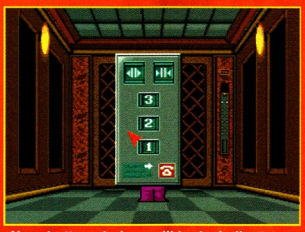
HAYWIRE

MANUFACTURER	# OF PLAYERS
DATA EAST	1
DIFFICULTY	**AVAILABLE**
MODERATE	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	21+
THEME	**% COMPLETE**
PUZZLE	80%

Enter a world controlled by switches. On one particularly weird day, all the switches have gone crazy. Now it's up to you, a young boy, to find the master switch and return this wild and crazy world back to normal.

The twisted humor of Haywire, originally known as Switch, will have you rolling on the floor throughout the entire game. This game places you in a room with a whole mess of switches. Press the right button to move onto the next screen. Which is the right button? The only way to find that out is to press all the buttons until the correct one is pressed. If you screw up too many times, damage that cannot be undone is done to the world.

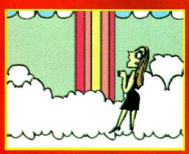
If you want to laugh, pick this game up. This is definitely a unique game and it is unique in a very excellent way!



Your button choices will look similar to this. With each new screen, you will have new choices which can led to death and put you back or forward in the game.

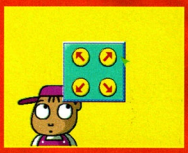


Experiment with all the buttons. Each one will either give you a passage to the next screen or a really cute cinema. Try your luck!



The opening cinema is crazy. The animations are cute and the sound effects are very funny.

You start the game depending on which button you press. Explore the area and find different locations.





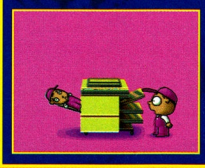
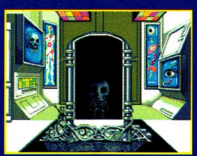
Thinking that you are additional memory, you are gobbled up into your Sega CD! Now you're *in* the game!

GREAT CINEMAS WILL HAVE YOU BEGGING FOR MORE!







When you press the wrong button, the resulting cinemas are very cool. After you finish beating the game, go back and take a peek at all the crazy stuff you missed. It's a riot!

THE GOOD

This game is so funny you will laugh non-stop. The graphics are exceptional.

THE BAD

There really isn't much replay value on this game because once you see the cinemas, you've seen the game.

THE UGLY

Watching everything from the Xerox machines to vacuum cleaners throwing up.

*Tentative title and subject to change.

GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Grool from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.







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Spinmaster

Spinmaster is coming straight from the arcade to your home Neo•Geo machines. This is a one- or two-player side-scroller that is a blast to play. When you start the game, you are armed only with your faithful yo-yo. As the game goes on, you acquire other weapons, all of which have three different levels. The regular attack is done by simply hitting the button. The strong attack is done by holding the button then releasing. The strongest attack is done by hitting the special button. There are a lot of different levels and enemies you will have to beat to save the girl and to find the treasure map!

THE GOOD

This game has great animations and control. The levels are different enough to keep you interested, too.

THE BAD

The Bosses in this game are a little too easy. After a hard level you expect a challenge from the Boss.

THE UGLY

The last Boss is ugly—every one of his heads, anyway!

LEVEL 1



The girl has been kidnapped and now it is up to you to save her. Armed only with your trusty yo-yo, your adventure begins!



Fight your way to the airplane through the airport, while all types of goons and bad guys try to stop you.



The Boss on this level takes off with the front of the plane, then flies it over your head, dropping bombs on you. After you beat him, he pulls out his back-up plan.

LEVEL 2

Fly to Egypt to keep on the trail.



Now you have to deal with scorpions and quick sand. Open the chest for an icon.



Get ready for a fast-paced ride! This high-speed part of the level is on tracks.

LEVEL 2-3

Level 2-3 is inside one of the ancient Egyptian pyramids. There are mummies that are not quite dead and flames that shoot up from the floors and out of the walls. The mummies come out of their caskets to stop you from reaching the top of the pyramid where you will find the Boss of this level. The Boss of this level is a group of four baskets each containing one giant snake!





LEVEL 3

Level 3 starts on the castle walls.



Watch out for the guys that carry around bombs. Get them first.



Use the special move to wipe out everything on the screen.



Now you have to fight your way through a boat level. It gets a little crowded!

LEVEL 5

This is the last level in the game. A sewer-type world waits for you where bats and green slime will try to take you out once and for all. Make it through this and it's on to the Boss!





This is the last Boss—well this is one of them you'll see in the level!



Open all of the chests to get different weapons.



The bursts of water can drown you, so jump over them.



This water serpent will drop a boulder on you. Use your super weapon to deflect it.

FACT FILE

SPINMASTER



MANUFACTURER	# OF PLAYERS
DATA EAST	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
90 MEG	5
THEME	**% COMPLETE**
ADVENTURE	100%

LEVEL 4

It's time to fight the horrors of the jungle!



The water level rises and falls as you fight the crazy natives of this land.



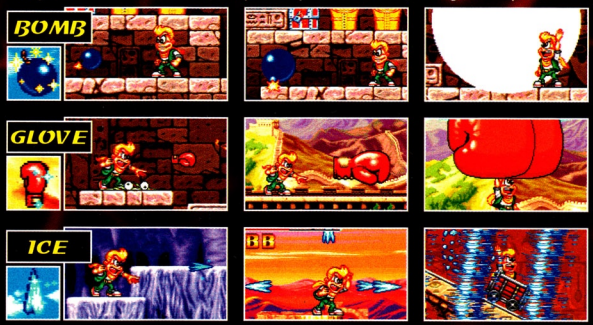
Menacing turtles and even native statues will block your progress.



This is the big ugly ghost Boss. He is a lot tougher than what he seems, because he can change his shape at will. He will change into a lot of little ghosts or even a big weight to drop on your head!

WEAPONS

At the beginning of the game, all you have is the yo-yo, but you can pick up six different weapons. Each has three different power-up levels: normal, strong, and super bomb.





WINDJAMMERS



FACT FILE

WIND JAMMERS

MANUFACTURER	# OF PLAYERS
DATA EAST	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
74 MEG	8
THEME	**% COMPLETE**
SPORTS	100%

Wind Jammers is a fast-paced game that is sort of a cross between frisbee, tennis, and soccer. The goal of the game is to score points by throwing a high speed, high impact frisbee into the opponent's goal. There are a variety of moves you can use in order to fake out the other player, including the loft, the normal throw, bank shots, the super power move, and the slide receive. There are several different playing fields, and nine different players. Every player has a different balance of speed and power. A couple of bonus games are included in the game which are available to you only after winning three in a row.

BONUS GAMES

After every three matches, try your luck in the challenging bonus rounds.

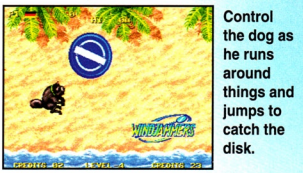




In this bonus game, use the disk as a bowling ball to drop the pins.



Send the disk long and far and watch as the dog runs frantically after it.



Control the dog as he runs around things and jumps to catch the disk.

TIME TO PLAY!

This game is all about fast-paced excitement, but first you have to pick your player and the playing field.





Choose from six different players. They all have different skills.

You may choose to fight the same player against himself. This is a great way to test skill since both players are one in the same.



Try to move faster and smarter than your opponent. This is one quick game!





The stronger opponents can throw harder, but the faster ones can use tricky moves.

SPECIAL MOVES!

This game involves a lot of strategy, because it contains many different moves like the loft, bouncing it off the walls, and using your special power move. Learning to fake out an opponent is vital.







There are three different scoring zones: Two are worth five points. The other is worth only three points, but has a much larger target. The only other way to score is if your opponent lets the disk touch the floor on his side of the board, which is worth two points.

THE GOOD

This game is all fast-paced excitement. It plays very smooth and it is very responsive.

THE BAD

If you are playing by yourself the game is extremely short and you can beat everyone too fast.

THE UGLY

The way the other guy celebrates when he beats you!

PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now, for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening to conquer the Earth. On top of all that, your name is Dexter.



Your mission? Rescue the girl, save the world, run the bad guy out of the galaxy, and regain your manhood (not necessarily in that order)!

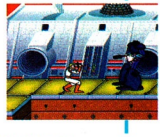








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Airwolf	1 6	Casino Kid 2	22 44	Dudes W/Tudes	2 10
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Arkanoid Game	4 20	Chessmaster	14 32	F15 City Wars	8 16
Arkistas Ring	2 8	Chiller	6 13	F15 Strike Eagle	12 26
Asterix/Cauil*	16 30	Chip 'Chall*	16 30	F117 Stealth Fir	12 24
Astyanax	1 3	Chubby Cherub	1 8	Family Feud	10 28
Athena	1 3	Circus Caper	1 5	Fantasy Zone	1 10
Athletic World	1 3	City Connection	1 4	Faria	8 30
Attck Klr Tom	1 8	Clash At Dmnhd	1 3	Faxanadu	1 5
Baby Boomer	4 20	Classic Cncnt	10 28	Felix The Cat	12 25
Back Futr	3 13	Clttrman Gym*	16 30	Ferrari GP	4 18
Back Futr 2/3	1 7	Clu Clu Land	1 5	Fire Hawks	4 12
Bad Dudes	1 3	Cobra Command	1 4	Fire House Rsc	12 36
Bad News Bsbl	1 3	Cobra Triangle	1 3	Fire N Ice	16 32
Bad St Brawler	1 2	Code Nm Viper	1 3	Fist Of N Star	5
Balloon Fight	1 5	Color Dinosaur	16 30	Flash	1 6
Band Kngs Chna	10 32	Commando	1 3	Flash Hdsn	1 4
Barbie	8 28	Conan	1 10	Flash Ryder	4 20
Bards Tale	3 15	Conflict	4 20	Flight Intruder	8 20
Baseball	1 4	Conq Xtal Plce	1 5	Flintstones	10
Baseball Pros	16 30	Contra	1 6	Flying Dragon	1 4
Baseball Smltr	1 10	Contra Force	14 26	Flying Warriors	1 10
Baseball Stars	1 8	Cool World	10 30	Flyng Warriors	1 10
Baseball Stars 2	8 30	Cosmo Gng ZR1*	16 30	Formula 1	12
Bases Loaded	1 4	Cowboy Kid	8 18	Frankenstein	4 15
Bases Loaded 2	1 7	Crash Dummies	14 28	Freedom Force	1 6
Bases Loaded 3	1 10	Crby's Boys-Ice	16 30	Friday 13th	3 20
Bases Loaded 4	16 32	Crash/Boys-Strt	4 20	Fun House	1 12
Basewars	1 10	Crazyland*	16 30	Galactic Crsbr	10 22
Bathlds/Dbl Drg	16 30	Cresteam	14 35	Galaga	14 35
Batman	2 7	Crystal Mines	10 30	Galaxy 5000	5 15
Batman Returns	14 28	Crystalis	1 8	Gargyls Qst 2	1 18
Batman Rtn Jkr	10 19	Cyberball	1 8	Gauntlet	1 3
Battle Chess	9 20	Cybernoid	1 3	Gauntlet 2	1 6
Battle Olympus	1 7	Dance Aerobcs	4 12	Gemfire	8 22
Battle Tank	7 20	Darkman	4 20	Genghis Khan	2 20
Battleship	16 30	Darkwing Duck	6 25	George Frmn	1 16
Battletoads	4 18	Dash Galaxy	1 3	Ghost Busters	1 5
Bee 52	4 15	Daydrm Davey*	12 30	Ghost Busters 2	2 8
Beetlejuice	6 18	Days Of Thndr	1 10	Ghost Lion	8 20
Best Of Best	8 28	Deadly Towers	1 2	Ghosts & Ghlns	1 3
Bible Advntrs	4 13	Death Race	3 12	Ghost School	2 18
Bible Buffet	12 22	Deathbots	2 13	GI Joe	1 12
Big Bird Hd/Spk	3 20	Def Of Crown	1 4	GI Joe Atl	8 18
Big Foot	1 10	Def Of Dyn City	1 20	Gilligans Isle	2 12
Bignose Cvman	12	Defender 2	1 10	Goal	1 3
Bignose Freaks	12 24	Deja Vu	2 8	Goal 2	14 35
Bill & Ted Adv	8	Demon Sword	4	Godzilla	1 6
Bio Force Ape*	16 30	Dennis/Menace*	16 30	Godzilla 2	10 26
BionicCommando	1 5	Desert Command	2 10	G.MedalChall 92	1 20
Black Bass	14 35	Dest Earth Str	3	Golf	1 2
Blackjack	16 30	Destiny Of Emp	3 16	Golf Grandslam	18 38
Blades Steel	2 12	Dick Tracy	1 4	Golf Pebble Bch	1 9
Blaster Master	1 5	Die Hard	2 20	Golf Power	12 25
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Bo Jackson	1 15	Disney Adv	3 12	Gradius	1 3
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Bonk's Adv*	16 30	Donkey Kong Jr	5 12	Gremlins 2	1 6
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Boulder Dash	1 10	Donkey Kng Cls 6	16	Guerilla War	1 5
Boy & His Blob	1 7	Dnky Kong Math	3 15	Gum Shoe	1 4
Break Time	10 27	Double Dare	4 10	Gun Nac	1 18
Breakthru	1 4	Double Drag	1 7	Gunsmoke	1 6
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Jackal	1 3	Metal Man*	16 30	Qix	24 40
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John E Qback	1 3	Might & Magic	20 50	Raid 2020	1 7
Jordan vs Bird	1 3	Mighty Bmb Jck	1 5	Raid Bngld Bay	1 2
Joshua	10 28	Mighty Final Fgt	14 30	Rainbow Island	8 28
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Kings Knight	1 3	MULE	3 10	Ring King	1 5
Kickle Cubicle	8 18	Munst Trk Rly	14 28	Rivr Cty Rnsm	1 6
Kings Qst 5	4 24	MUSCLE	1 2	Road Blasters	1 7
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Kiwi Kraze	3 15	Mystery Quest	4	Robin Hood	1 12
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Krion Conquest	1 8	Nes Play Act Sn	71	Robo Warriors	1 3
Krustys FH	16 36	Nigel Mansell	16 30	Rock N Ball	6
Kung Fu	1 2	Nightshade	1 12	Rocket Ranger	1 2
Kung Fu 2	16 30	Ninja Gaiden	3 6	Rocketeer	1 4
Kung Fu Heroes	1 3	Ninja Gaiden	4	Rockin' Kats	10 20
L'empereur	20 40	Ninja Gaiden 2	1 5	Rcky&Bullwnkl	10 25
Laser Invasion	1 5	Ninja Gaiden 3	2 16	RogerClmns Bsbl	1 10
LstActionHero*	16 30	Ninja Kid	4	Roger Rabbit	5
Last Ninja	1 8	Noahs Ark	16 30	Roller Ball	6 22
Last Starfighter	1 7	Nobun Ambtn	16	Roller Games	1 12
Legacy Of Wiz	3	Nobun Ambtn2	20 40	Rollerblade Rcr	10 28
Legend Of Kage	1 4	North & South	12 23	Rolling Thunder	1 3
Legendary Wngs	1 3	Nosferatu*	16 30	Romnc3Kngds	12 32
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Lethal Weapon3	14 28	Othello	1 10	Rush N Attack	1 2
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Linus Spacehead	6 25	Overlord	10 22	Scat	1 16
Lit Lg Bsbl	8 18	Pac-Land	1 5	Secret Scout	10 24
Lit Mermaid	2 18	Pac-Man	12 30	Secret Storm	6 18
Lit Ninja Bros	1 20	Pac-Mania	22 42	Section Z	1 2
Lit Nmo Dr Mxt	1 10	Palamedes	6 16	Seicross	1 2
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Terra Cresta	1 6	Winter Games	3	Winter Games	3
Tetris	6 18	Wizardry	1 15	Wizardry	1 15
Tetris 2	8 32	Wizardry 2	8 32	Wizardry 2	8 32
ThomasTheTank*	16 32	Wizrds&Warrs	1 3	Wizrds&Warrs	1 3
Three Stooges	1 7	Wizrds&Warrs3	3 15	Wizrds&Warrs3	3 15
Thunderbirds	1 8	Wolverine	3 20	Wolverine	3 20
Thunderceptor	1 8	World Champ	1 13	Wrestlemania	1 3
Thundr & Ltng	12 28	World Champ Wr	1 7	World Champ Wr	1 7
Tiger Heli	1 2	World Cl Trk	1 3	World Cl Trk	1 3
Tiles Of Fate	8 18	World Games	1 2	World Games	1 2
Time Lord	1 2	World Games	5	World Games	5
Times Of Lore	6 22	World Runner	1 2	World Runner	1 2
Tiny Toon	4 22	Wrath Blk Mnta	1 2	Wrath Blk Mnta	1 2
Tiny Toons 2	18 38	Wreckng Crew	1 25	Wreckng Crew	1 25
To The Earth	1 3	Wrestlemania	1 3	Wrestlemania	1 3
Toki	6 22	WURM	1 10	WURM	1 10
Tom & Jerry	6 24	WWF Challenge	8	WWF Challenge	8
Tombs & Trsrs	2 15	WWF KingRing*	16 30	WWF KingRing*	16 30
Toobin	10 20	WWF Steel Cage	2 18	WWF Steel Cage	2 18
Top Gun	1 5	Xenophobe	2	Xenophobe	2
Top Gun 2	1 7	Xevious	1 3	Xevious	1 3
Total Recall	1 4	Xexyz	3	Xexyz	3
Totally Rad	1 7	Yo Noid	8	Yo Noid	8
Touchdwn Fever	3 10	Yoshi	6 25	Yoshi	6 25
Tower Of Rada	6 30	Yoshis Cookie	10 25	Yoshis Cookie	10 25
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Town & Country	21 10	Zanac	1 3	Zanac	1 3
Toxic Crusaders	1 8	Zelda	1 7	Zelda	1 7
Track & Field	1 4	Zelda 2	8	Zelda 2	8
Track & Field 2	1 4	Zen/Intergl Ninja	10 28	Zen/Intergl Ninja	10 28
Treasure Isl Dz	16 30	Zombie Nation	2 16	Zombie Nation	2 16
Treasure Mstr	1 8	Zoda Revenge	16 30	Zoda Revenge	16 30
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Trog	4 18				
Trojan	1 2				
Trolls	16 30				
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Twin Eagle	1 10				
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Ultima 2 Qst	2 20				
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Alisia Dragon	10
Altered Beast	6
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Batman Returns	14
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Battle Squadron	6
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BeautyBst-Roar	22
Best Of Best*	26
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Bimini Run	16
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ChampWC Socr	26
Chase HQ 2	16
Chessmaster	22
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Chiki Chiki Boys	16
Chuck Rock	18
Cliffhanger	20
Clue	24
Columns	22
Columns 3	26
Cool Spot	28
Cool World	22
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Crash Dummies	26
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Hit The Ice	14
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James Pond	16
James Pond 2	12
James Pond 3	26
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John Mdn Cp Ed	20
Jordan vs Bird	10
Junction	8
Jungle Strike	30
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Ka Ge Ki	8
Kid Chameleon	15
King Salmon	24
King/Monsters	22
Kings Bounty	14
Klax	6
Krustys FH	12
Lakers Celtics	4
Land Stalker	28
Last Action Hero	26
Last Battle	5
Legends Of Rng	18
Lemmings	24
Lethal Enforcr	22
LHX AttckChpper	14
Lightning Force	12
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Lotus 2 Recs	20
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Sagaia	4
Saint Sword	10
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Shadow Beast	6
Shadow Beast 2	10
Shadow Blaster	10
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Shining Darkness	14
Shining Force	30
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Toki Apc Spit	14
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Amazing Tennis	18
Amer Gladiators	10
Amer Tail Fievel	26
Andre Agassi*	26
Arcana	24
Arcus Odyssey*	26
Art Of Fighting	26
Asterix/Gaul*	26
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BarbieSprModel	26
Barkley's Jam	26
Battlds/Bll Mncr	22
Battlds/Dbl Drg	14
Batman Returns	22
Batman Rvg Jkr	12
Battle Cars*	26
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Beethoven	26
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Big Run*	22
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Bizyland	16
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Blues Brothers	26
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Bulls vs Blazers	12
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Capt America	14
Capt Novolin	26
CarmenSndgo-T	24
CarmenSntHuntWrld	20
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Chase HQ	20
Chase HQ	22
Krustys FH	10
Chavez Boxing*	26
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Chester Cheetah	24
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Chuck Rock	12
Clayfighters	26
Claymates*	26
Cliffhanger	18
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Cyber Spin	10
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D Force	12
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Death Valley Rly	14
DennisMenace*	26
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Dmsday Warrior	16
Dr Franken	26
Dracula	16
Dragons Lair	12
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Gunfighter	24
Gunforce	14
Hardball 3*	26
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Hole In One	12
Home Alone	10
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Hook	14
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Hunt Red Oct	12
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John Mdn 93	10
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Jurassic Park	26
Kablooey	14
Kawasaki Chall	16
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Kgt Crsdrs Wrld	20
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PATAANK



FACT FILE

PATAANK

MANUFACTURER	# OF PLAYERS
PF. MAGIC	1 TO 4
DIFFICULTY	**AVAILABLE**
MODERATE	3RD QTR. '94
CARTRIDGE SIZE	**NUMBER OF LEVELS**
CD-ROM	3
THEME	**% COMPLETE**
ACTION	40%

Pataank is the first first-person point-of-view pinball game ever made. Using amazing hard edge 3-D graphics, speed, video, neo-techno music, and stereo sound effects, Pataank delivers the exhilaration of an amusement park ride with the challenge of an action-packed pinball game. Up to four players can challenge each other through level after level and miles of hair-raising tunnels and chutes. Novice players can jump right in and take a wild ride as they learn the game, while advanced players will go for skill shots, earning specials, jackpots, and access to more challenging levels.

THE GOOD

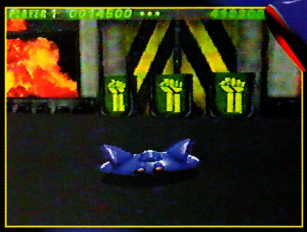
Pataank has great graphics and sound effects, but the main attraction is definitely the game play.

THE BAD

Initially players may have difficulty getting accustomed to the controls, but only for a short while.

THE UGLY

Play the game enough and you get the uncontrollable urge to watch the *Who's Tommy* video over and over!



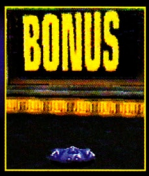
To advance to other levels or to enter bonus rooms, you may have to break through a few barriers. Knock all three barriers over to open the gate. It may be tricky to knock them over, but keep trying.



Finally, after a few attempts, the passage to the bonus room is clear. Enter to rack up some extra points.







The levels are filled with bumpers, ramps, shoots, drains, dingers, drop targets, and magnetos just like a real pinball game. The walls are filled with these targets so bounce off them to earn bigger bonuses and increase your score.



At the center of each level is a central core or target that you must take out. It will take several hits to destroy these targets. Since you are the pinball, it takes some skill to maneuver yourself into the proper position to hit the surfaces on the target.



Guide your pataank through the tunnel to the next area after successfully completing the last level.



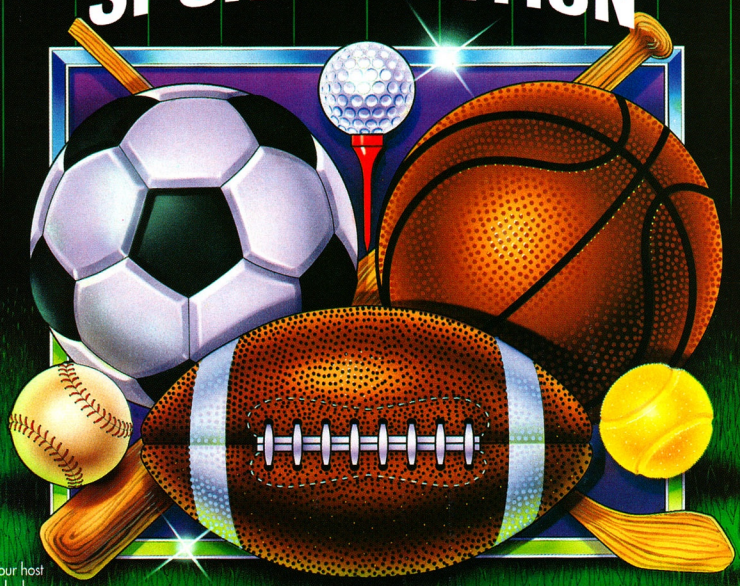


The first-person point-of-view is intense with fast and furious action, but it can get confusing after a while. Just shift to an overhead view and get a birdseye look at your surroundings to see where you are headed.

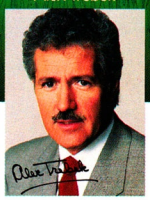
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The Jungle Book





FACT FILE
THE JUNGLE BOOK

MANUFACTURER	# OF PLAYERS
VIRGIN	1
DIFFICULTY	**AVAILABLE**
MODERATE	JULY
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	15
THEME	**% COMPLETE**
ADVENTURE	80%

THE GOOD
The graphics are exceptional and the control is great. Games like this prove the NES isn't dead.

THE BAD
Some levels get frustrating, but once you find everything, it runs smoothly.

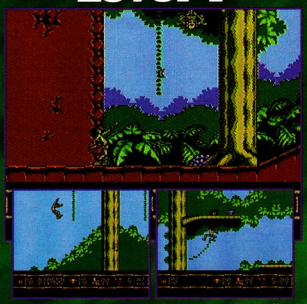
THE UGLY
Your controller turns pretty ugly when you beat the tar out of it in frustration.



You have three different difficulty settings, a music test, and you can turn the music on or off.

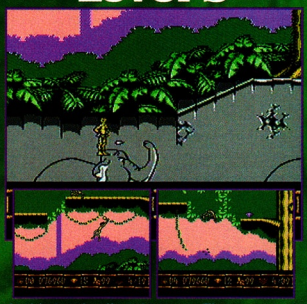
The Jungle Book places you in the role of Mowgli, a man-cub who was found floating in the river. A panther named Begheera brought Mowgli to a pack of wolves were he was adopted and raised. Now Mowgli is older and must go back to the man-village. Guide Mowgli through the jungle and all of its perils to return him home. On your way, you must defeat Kaa the evil snake, King Louie the crazy Ape King, and Shere Kahn the most powerful and feared tiger in the jungle. This one-player game is full of different things to collect and do. Swing from vines and then jump to give you a boost. A lot of different weapons are yours to use, including bananas, double shot bananas, boomerangs, and a pea shooter. There is even a Bonus Level you can get to by collecting the shovel. Three difficulty levels also await you.

Level 1



In Level 1 you must collect 10 gems while trying to learn the controls. Try to find 1-Ups as well as gems.

Level 3

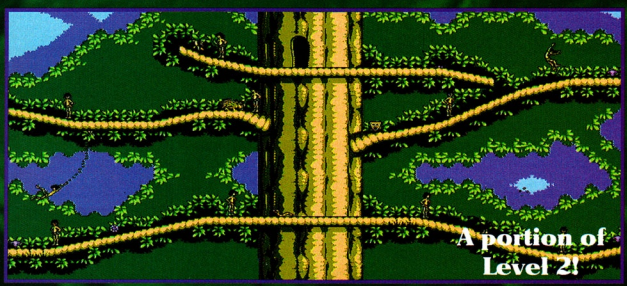


In this level collect 15 gems. The elephants throw peanuts at you, but they still help you along.

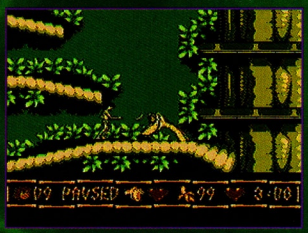
© The Walt Disney Company 1993.



ITEMS TO FIND
1) Double Banana
2) Boomerang
3) Shield
4) Energy Grapes
5) 1-Up
6) Clock (more time)
7) Gems to collect
8) A shovel.



Above shows only a third of this immense level. The object of the level is to climb the tree, grab all 10 gems, and fight Kaa the snake at the end.



This is Kaa the snake. He's waiting for you at the end of Level Two. He sticks his head out of four places and hits you with little balls he spits at you. Dodge them and hit him with bananas.

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CHASE H.Q. II



FACT FILE

CHASE H.Q. II

MANUFACTURER	# OF PLAYERS
TAITO	1
DIFFICULTY	**AVAILABLE**
MODERATE	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	8
THEME	**% COMPLETE**
RACING	95%

THE GOOD

This game controls as good as its arcade counterpart and is just as exciting!

THE BAD

Because the screen is so small, the icons sometimes pass you before you know they are there.

THE UGLY

It seems a little unfair that the bad guy has bombs and all you get is a little gun!

Chase H.Q. II is coming to your Game Boy. This is an exciting racing game made up of eight different levels.You are a cop and your mission is to get the bad guys off of the streets. These guys won't come easily, so run them off the road. The first few levels are pretty easy, but in the later levels, the criminals get smarter and they are armed! Sometimes you will get help from a helicopter that drops weapons to you in your super-charged Porsche patrol car. Also use the points you earn in the race to buy better parts for your car! You can upgrade the tires, engine, body, and even the turbo. Be prepared to burn some rubber to catch the bad guys!

LEVEL 1

Someone robbed the jewelry store!



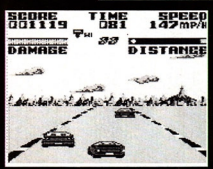
The distance bar at the top of the screen shows how close you are to the bad guy.



An arrow indicates the car that you must pull over. Just run into him to knock him out.



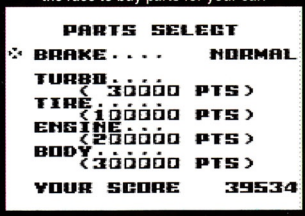
When there is a split in the road, follow the arrow or you will waste a lot of time.

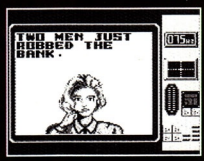


Try to avoid hitting other cars. If you do, it slows you down and wastes valuable time.

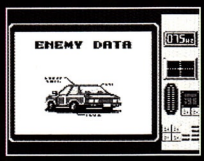
SELECT YOUR PARTS!

You can use the points you earn during the race to buy parts for your car.





An urgent message comes through on the radio. It will tell you the mission.



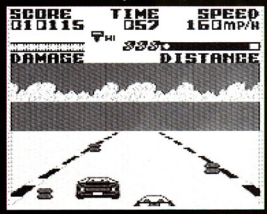
Receive the specifics on what to be careful of and the guy you are chasing.



At the end of a mission see how many bonus points you've earned.

LEVEL 2

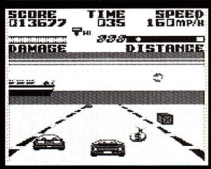
The bank has just been robbed!



In this race you are next to the water front, and there are a lot of obstacles.



This level requires a little more racing ability than the first race, but not much more.



The thieves in this race are not too smart. They are dropping full bags of money!



This guy is a better driver than the first guy. He will try to cut you off so you can't hit him.

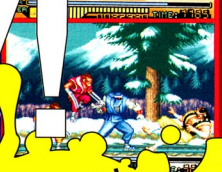
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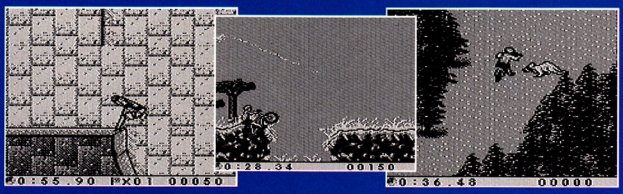
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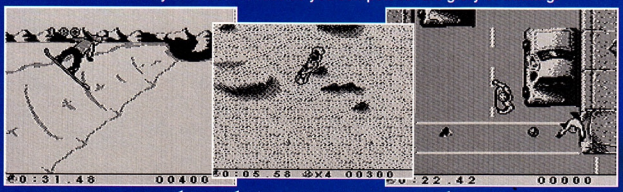
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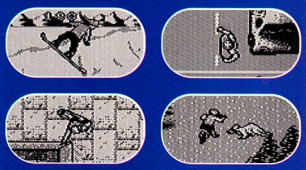
GAMEBOY

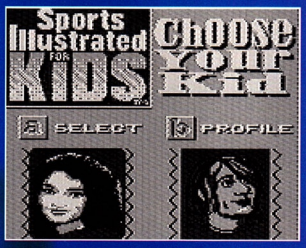
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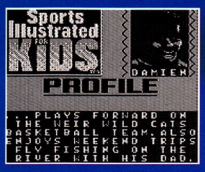




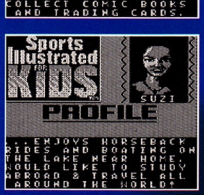


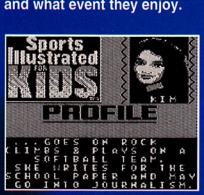
5 Cool Character Choices





In this game, you have a choice of five different people to play as. There are three guys and two girls. These people have no differences between them play-wise except for the way they look and what event they enjoy.









Choose which events you'd like to compete in. The Triathlon is rough.

THE GOOD

The action in this game is intense. Once you start playing, you won't want to stop.

THE BAD

This game is very hard. It takes a long time to get use to the control.

THE UGLY

After you hit the raccoon, just think about what it looks like.

Sports Illustrated for kids is a unique game. Unique in the fashion that most sports games don't give you a choice of sports to compete in, but this one does. The graphics are great for GameBoy and there isn't too much blurring of the screen. In this game you can choose what kind of sport you want to participate in, whether it is snowboarding, skating, or bicycling. You can even choose a triathlon which allows you to compete in all three categories and all six events. Each category has two different events and all are different.

FACT FILE

SPORTS ILLUS. FOR KIDS

Sports Illustrated KIDS THE ULTIMATE TRIPLE DARE!

MANUFACTURER	# OF PLAYERS
MALIBU	1
DIFFICULTY	**AVAILABLE**
HARD	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	18+
THEME	**% COMPLETE**
SPORTS	100%

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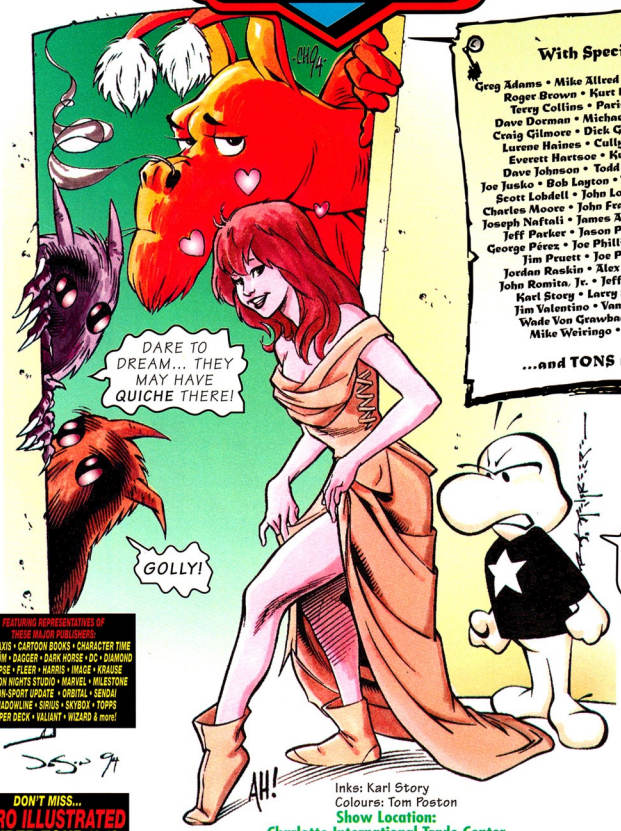
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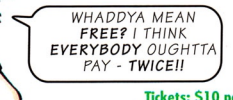


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Lurene Haines • Cully Hamner • Tony Harris
Everett Hartsoe • Kurt Hoff • Robb Horan
Dave Johnson • Todd Johnson • Casey Jones
Joe Jusko • Bob Layton • Todd Lidstone • Joe Linsner
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Jeff Parker • Jason Pearson • Andrew Pepoy
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GAME GEAR



Watch out for the other racers. They will nail you, and make you lose time.



There are a number of different modes to try. The Versus Mode is great!



Always look ahead for clues for turning your go-cart. You could end up in a wreck, thus losing the race.

SONIC THE HEDGEHOG



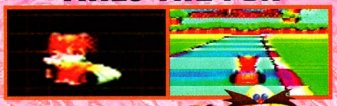


Not content with his running speed, Sonic enjoys his new set of wheels.

TAILS THE FOX



Tails is tired of living under Sonic's shadow. He's ready to shine.



DR. ROBOTNIK





Robotnik enjoys a good race as much as everybody else does.

AMY ROSE



This hedgehog lass wants to win the race and impress Sonic.

Sonic, all his friends, and of course, his old enemy, return for a wonderful racing cart for your Game Gear. Play as Sonic the Hedgehog, Tails the Fox, Amy Rose, and the vile, but ever so cuddly, Dr. Robotnik.

Choose from an array of tracks, and compete in the Chaos GP, or go for a Free Run, where you can practice your turns and drifts.

What's even more exciting is that you can link up with another player and race against him.

What would a cartoony driving game be without power-ups? You can collect rings and other nifty things to throw a wrench into the opponents' plans. Sonic Drift is an action-packed cart full of fun!



THE GOOD

The ability to link two players in a Game Gear game is a feature that should be used more often.

THE BAD

The constant flashing of simulated scrolling is overly hypnotic. You keep going into trances!

THE UGLY

Red-rum! Red-rum! Must kill Mario...Red-rum! Heh heh heh...!



FACT FILE

SONIC DRIFT

MANUFACTURER	# OF PLAYERS
SEGA	1 OR 2
DIFFICULTY	AVAILABLE
MODERATE	2ND HALF '94
CARTRIDGE SIZE	NUMBER OF LEVELS
4 MEG	N/A
THEME	% COMPLETE
DRIVING	95%



SONIC DRIFT

Hey kids!

Win Really Cool Prizes!

THE SOFTWARE TOOLWORKS

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Complete Cynergy™ MPC™ CD-ROM computer system from Swan Technologies plus software (see rules) and a $1,000 Shopping Spree! Total retail value $3,300.

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From The Software Toolworks!



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1st Prize

One Schwinn High Plains adult mountain bike and one Schwinn "Z" bike for kids to 20 winners.

SCHWINN CYCLING AND FITNESS

2nd Prize

A Set of Microblade in-line skates from Rollerblade complete with protective gear pack to 20 winners.

Rollerblade.

3rd Prize

One Flik Flak watch from the makers of Swatch to 100 lucky winners.

flik flak

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE. 1. HOW TO ENTER: Completely fill out the official entry blank (print only), or on a 3" x 5" card print your complete name and address, telephone number and age, and the words "Out of This World Sweepstakes", P.O. Box 5939, Novato, CA 94948-5939. All entries must be postmarked no later than May 31, 1994 and received by June 30, 1994. Mechanically reproduced entries not eligible. All entries become the exclusive property of The Software Toolworks and will not be returned. Not responsible for printing errors on the entry blank or point of sale display, for incomplete, illegible entries or late, lost, mutilated, for postage due or misdirected mail. 2. JUDGING: Winners will be selected in a random drawing from all entries received on or about July 1, 1994 by Marden-Kane, Inc. an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of entries received. Only one prize per person, family, organization or household. 3. NOTIFICATION: Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and Publicity/Liability Release which must be returned within 21 days from date of notification. If the winner is a minor, the affidavit must be signed by the parent or legal guardian. If the affidavit is not returned within this time period properly executed, or is returned from the post office as undeliverable, an alternative winner(s) will be selected. Winners grant permission to the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without compensation. 4. PRIZES: Prizes and their approximate retail values are: (1) Grand Prize Cynergy™ MPC CD-ROM computer from Swan Technologies that includes 486DX/40mhz, 4MB RAM, 2K Write-back and 128K external cache, 1.44 MB (3.5") and 1.2 MB (5.25" floppy drives) 260 MB hard disk, VESA Local Bus (1 MB video), mouse, CD-ROM drive (double-speed), sound card (16 bit), stereo speakers, microphone, 12 month on-site warranty, monitor included. Software includes MS-DOS® 6.0, MS Windows™ 3.1, MS Money, MS Productivity Pack, MS Entertainment Pack 4, PushButton™ Works and Software Toolworks CD-ROM products including The San Diego Zoo™ Presents The Animals! MPC, The Software Toolworks® Presents Ocean Below MPC and World Atlas Version 4 MPC and (1) $1,000 Toy Shopping Spree. Retail value of grand prize is $3,300. First prize winners will receive one of 20 Schwinn High Plains adult mountain bikes ($350 each) and one of 20 Schwinn "Z" bikes for kids ($170). The second prize winners will receive one of twenty sets of Microblade® in-line skates from Rollerblade and protective safety pack (includes knee pads, elbow pads and wrist guards). Retail value is $250 each. Third prize winners will receive one of 100 "Flik Flak" watches from the makers of Swatch (value $25 each). Total value of all the prizes is $21,000. Chances of winning are determined by the total number of valid entries received. 5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that The Software Toolworks and their agents, representatives has neither made nor is in any manner responsible or liable for any warranty, representation, guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness. All taxes are the sole responsibility of the winners. No prize substitutions permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable. 6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of The Software Toolworks, Swan Technologies, Schwinn, Rollerblade, Swatch Watches, their divisions, subsidiaries, affiliates, advertising and promotion agencies, and any other persons or agencies involved with this promotion are not eligible. Void where prohibited by law and subject to applicable federal, state and local taxes and regulations. Not sponsored by Nintendo. 7. WINNERS LIST: For the names of the winners, available after July 30, 1994, send a self-addressed stamped envelope to The Software Toolworks Out of This World Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949.

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OPERATIONS MAP

Find the captured POWs by following the map from point to point.







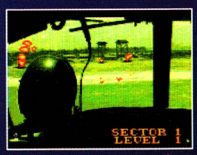
Take the soldiers to your base and deposit them to safety. Collect them all and win.

Your mission is to land on the ground where you see the POWs standing.





A cool password feature!



Cool cinemas appear after the Combat Zones.



The Jungle Zone is loaded with hidden dangers.



Geysers and stalactites pose a threat to you.

BOMB Bombs are ideal for attacking from high altitudes. Find the icons to increase your bomb supply.



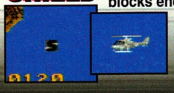
ENERGY STAR Gives you a quick increase in the Energy Bar. Very handy in combat.



MISSILE This speedy offensive weapon is great for taking out difficult enemies. Find as many as you can.



SHIELD A temporary shield that blocks enemy fire and makes you invincible.



Free a number of our soldiers being held hostage with your AH90 Comanche Attack Chopper. The situation is desperate, and the enemies have all sorts of artillery to take you down. Your only hope is to find the many missiles and bombs scattered around to nuke the bad guys.

Choplifter III is a relentless battle to free your comrades. Like the Super NES and Genesis versions, you will come up against the deadliest armies, and take them out in the most exotic locales. This Game Gear cart is loaded to the brim with action. This cart is a great sized-down copy of a classic game. If you like Choplifter, then you'll enjoy this one just as well!



FACT FILE

CHOPLIFTER III

MANUFACTURER	# OF PLAYERS
EXTREME	1 OR 2
DIFFICULTY	**AVAILABLE**
HARD	APRIL
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	16
THEME	**% COMPLETE**
SHOOTER	100%

THE GOOD

This cart is filled with enough enemies to win most small wars. There's plenty to shoot at.

THE BAD

The control is a bit rough, especially when turning. The enemies are also hard to see at times.

THE UGLY

Just where did that invisible round come from? Must have been from the slowdown. Hmmm.

CHOPLIFTER III

RESCUE SURVIVE

Take Control Of The Enterprise™ And Its Crew!





RED ALERT! THINGS IN THE NEUTRAL ZONE ARE HEATING UP. THE POWERFUL *IFD* AWAITS YOU AND YOUR CREW SOMEWHERE IN THE GALAXY. CAN YOU LOCATE IT BEFORE IT'S TOO LATE?



ASSUME CONTROL! TAKE CHARGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS NEEDED!

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SEGA™

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ENERGIZE! BEAM TO STRANGE PLANETS BUT BE CAREFUL WHO YOU CHOOSE TO TAKE WITH YOU!



PHASERS ON STUN! VENTURE ON DANGEROUS AWAY MISSIONS THAT KEEP THE ACTION INTENSE.

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PAC-ATTACK

Pac-Attack is another game in the long line of Tetris-like puzzle games. It adds a semi-new twist because you use Pac-Man to eat the ghosts. Ghosts pollute your blocks and get in the way of destroying lines of bricks. You have to use Pac-Man to eat the ghosts and then complete the lines. Ghosts fall with your blocks, making it even more difficult to complete whole lines. In the Puzzle Mode, there is a prearranged setup of ghosts and bricks. You must get rid of all the ghosts using a limited number of Pac-Men. To make it more difficult, ghosts also fall with your bricks and Pac-Men. There are 100 levels in the Puzzle Mode and they increase in difficulty each level you go up. You can also try your luck with two players in Throat-to-Throat Mode where you compete to see who can get the most lines and ghosts. This game is tough but extremely addicting.



FACT FILE
PAC-ATTACK

MANUFACTURER	# OF PLAYERS
NAMCO	1 OR 2
DIFFICULTY	**AVAILABLE**
MODERATE	JUNE
CARTRIDGE SIZE	**NUMBER OF LEVELS**
1 MEG	100
THEME	**% COMPLETE**
PUZZLE	100%

Normal Mode

In Normal Mode, the objective is to keep the screen as clear of ghosts and bricks as possible. Use Pac-Man to eat the ghosts and line up the bricks in horizontal lines to clear them out. Try to keep the ghosts lined up horizontally and vertically to allow Pac-Man to reach all of the ghosts. The higher the level, the faster and sometimes even slower, the pieces fall.





As the number of ghosts increase, so does your chance of a row being cleared.



This nifty little game keeps track of the top 10 scores throughout the game.



You have three options to choose from at this menu.



In Normal Mode you get to choose what speed you want to start out on. Try Hyper Mode!

When all the ghosts are blue, Pac-Man is on his way to gobble up the ghosts and clean up.



Puzzle Mode

This mode gives you a limited number of Pac-Men to use. You must eat all of the ghosts on the screen before you run out of Pac-Men. Doesn't that sound easy? I don't think so. The setup of the ghosts gets trickier and trickier the higher up you go. So go ahead and give it a whirl to see what you can do with it. This mode will definitely give you a run for your money.





Here is an ideal layout for the blocks since Pac-Man can eat more ghosts.



This layout, however, can make gobbling ghosts really difficult at higher levels of play.



The fairy pops up every so often in the Normal Mode. She can be used to give you a great advantage.

The Fairy & The Effect



When you use her, she destroys all the ghosts within a certain area. She can help when your column is full.

THE GOOD

It offers a brand new twist on the Tetris-type games. The Pac-Man element is cute.

THE BAD

It offers a brand new twist on the Tetris-type games. It is too much like Tetris.

THE UGLY

Knowing that Pac-Man is still popular after all this time.

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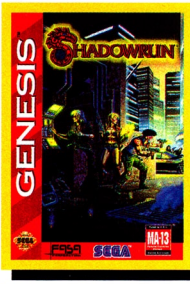
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EGM0594



You are Ryu, a skilled ninja who is framed for the murder of Irene Lew, a secret agent. You cannot rest until you find who murdered Irene and framed you. Seek out the person or thing that has done this to you and clear your name. This game is identical to the other Ninja Gaidens with some new magics and improved graphics. The controls are simple and easy to use and the intriguing cinemas and story line make the game interesting. A variety of enemies will try to bring you down. You get five continues and three lives to try and solve this brain-boggling murder mystery. Let's see how good you really are!

NINJA 外伝 GAIDEN III

THE ANCIENT SHIP OF DOOM



Beware the quicksand! Sink too far and you may get killed.



Experiment with different magics and use the one you like.



Don't fall in the lava or you will lose a life.



Climb the walls to get to the next section.



Here the level scrolls upward. The lava is on your heels.



Pick up magics and magic power-ups for the Boss.



This is the second Boss. He uses a dive bomb as an attack and then flies to the top and shoots fire.



This is the Boss of Level One. He throws flame balls across the floor to inflict damage upon you. Stick and move quickly.

FACT FILE
NINJA GAIDEN SHIP OF DOOM



MANUFACTURER	# OF PLAYERS
ATARI	1
DIFFICULTY	**AVAILABLE**
HARD	NOW
CARTRIDGE SIZE	**NUMBER OF LEVELS**
2 MEG	8
THEME	**% COMPLETE**
ACTION	100%

THE GOOD

The graphics are impressive and the game runs smoothly.

THE BAD

The B button jumps and the A button attacks. I think it should have been the other way around.

THE UGLY

Some of the enemies that come at you don't look so hot.



This is the very first part of Level One. There are two more sections and a Boss. Level One is fairly easy and is where you are going to learn how to control your character. There are different types of magic throughout the level and all can be used to your advantage. The magics consist of the windmill-throwing star, fire dragon balls, fire wheel, vacuum wave, and invincible fire wheel. Each has advantages so you need to experiment with all of them to find your personal favorite.

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ASK NOT "what can my Sega do for me?"

DUNE

THE TERMINATOR

SON OF CHUCK: CHUCK ROCK 2



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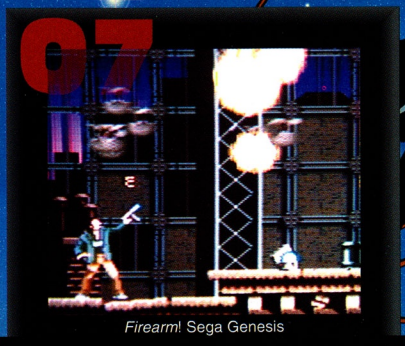
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All three animal photos are taken from the Miramar Production *Anima Mundi*.

Toyfair Special!

EGM checks out the coolest toys for '94

SF2 in More Ways than One

Hasbro Rolling Out Extensive Toy Line

If you still can't get enough of E. Honda's gut or Blanka's green skin and ape-like demeanor in Capcom's mega-popular Street Fighter II game, then Hasbro has just what you're looking for.

They're in the process of rolling out a comprehensive line of Street Fighter toys including playsets, action figures (including 12" tall Hall of Fame figures with incredible detail (pictured below), die-cast figures, and more.

Hasbro has the license for the live-action Street Fighter movie due in '94.





Sure it's Cool, *but...*

Jaded as we are, you might think we get exhausted covering shows like CES, ToyFair, and others to bring our readers the very latest on what's hip and happenin'.

But we have to admit, ToyFair is pretty cool. It gives us a preview of what will be the hot licenses this year, and it does manage to bring out the kid in us. But you'll never confuse us with these two guys pictured here.

They are just a little bit too into their gigs. ToyFair is fun, but it can also be scary.



Mighty Morphin Power Rangers Will Continue to Soar in 1994

The hands down winner for most popular toy among younger boys in 1993 was, without a doubt, The Mighty Morphin Power Rangers.

"But all is not as it seems ... Rita Repulsa, the Empress of Evil, has been unable to defeat the Power Rangers in her quest for supreme power over Earth. In a behind-the-scenes power struggle, Lord Zedd, the new Lord of Evil, emerges to succeed the vanquished Rita and takes control of the Evil Space Aliens. With this dangerous turn of events, the Mighty Morphin Power Rangers are given new battle machines by the wise sage, Zordon, and the eternal saga continues."

That's the story, now check out the toys from Bandai America.





Is this every kid's dream or what? But where's the MMPR blowtorch? Or the MMPR bulldozer?

Strange but True

Go For It Tonya!

•A woman's wrestling organization based in Japan offered figure skater Tonya "Night Stick" Harding $2 million to wrestle. Although Harding originally scoffed at the offer, her recent plea bargain may cause her to reconsider.

Wideman Hits the Widescreen

• Chris Farley, everybody's favorite fat guy from *Saturday Night Live* and ESPN commercials, has just inked a deal to appear in Paramount's tentatively titled *Billy the Third*, a comedy about an irresponsible, slovenly son of wealthy parents.

CULTURE SOURCE FOR EGM READERS

Dem Bones are Frighteningly Cool

For those of you who have a fascination with skeletons, Playmates Toys is rolling out a new toy line entitled Skeleton Warriors.

The action figures are some of the most detailed we have seen, and the vehicles are equally as cool. Although there's no major license tie-in, these bones should be hot in 1994.



The Ultimate Off-Road Machine



This all-new 9.6 volt radio controlled vehicle from Kenner, known as Riccochet, is probably the sturdiest RC car we have ever seen. With fatty tires and a high-powered motor, this was one toy that we couldn't get enough of.

Very cool indeed.

GI Joe Celebrates 30 Years

Long the flagship among Hasbro's toy lines, GI Joe Joe is just as popular now as ever.

To celebrate, Hasbro is honoring Joe's 30-year heroic history with commemorative editions of the original GI Joe recruits. These limited edition, fully posable figures represent Joe in all his military glory.

In addition, Hasbro announced several new additions to its existing GI Joe lines, including new vehicles that really shoot foam projectiles, new combat gear, and other combat-ready paraphernalia.



Show Your Allegiance to Mortal Kombat

With its elaborate displays and cool new products, Lego is always one of our favorite stops at ToyFair.

This year is no exception as the mechanic in the above photo and the bather in the lower pic can attest.

Lego announced a number of new products in 1994 including several additions to the Lego Town Set such as a Hot Rod Club, River Runners, Stunt Copter, and Pizza Parlor.

Lego is also coming out with some new lines such as the Paradisa collection that resembles the Art Deco world of South Miami Beach, and the Belville collection that is aimed at girls.

Their very popular space line is also receiving several new additions such as the Lego System Spyrius Robo-Guardian and the Monorail Transport Base.





It just ain't right...



Who is weirdo? And even more disturbing, what the heck is that statue he has in the background? We didn't stick around to find out, but fearless *HERO* Editor Frank Kurtz managed to snap this picture before the floggings began.









Spawn Toys Coming Late '94

Todd McFarlane, the unofficial champion of creator-owned rights as well as one of Image Comics' leaders, is coming out with a line of toys based on his popular Spawn character.

The line will feature fully articulated action figures, vehicles (including a killer replica of McFarlane's Spawnmobile pictured below), and even a playset.

The toys pictured here are only prototypes, but look for the entire line near Christmas. It should be worth the wait.







Spawn—the first Image character to get his own line of toys. Are Wild-C.A.T.s and Youngblood far behind?

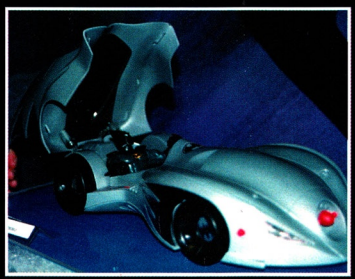
Popular Batman: TAS *Line Replenished*

The number one selling action figure line in 1993 should also make a strong showing in 1994 thanks to some excellent new additions.

Kenner will introduce no less than 38 brand new items in 1994–from cool new figures to a Batcave full of accessories and vehicles.

The 1994 releases are grouped into three distinct categories. First there's the *Batman: TAS* movie assortment, which ties in with the *Batman: Mask of the Phantasm–The Animated Movie*. Next, there is the *Batman: TAS* collection. And finally, fans of the Caped Crusader will be able to choose the all new Series II additions to the live-action *Batman Returns* movie.





Among the coolest new additions are the Azreal figure pictured above and the Bisley-inspired Batmobile pictured at left.

Marvel Figures Continue Their Strong Tradition

With the recent announcement of studio-style stores and a new *Spider-Man* animated series and big-budget live-action feature film on the horizon, Marvel is making a renewed push in the action figure market with a new line of Spider-Man and X-Men action figures.



Toy Biz is readying an excellent line of articulated Spider-Man figures that include such popular Spidey enemies as Carnage, the Lizard, Dr. Octopus, Venom, Kingpin, and more.

Meanwhile, the X-Men toy line is getting a boost with new releases including Rogue, Beast, Random, and (pictured above) Wolverine in metallic colors.

StarGate: Year of the Pyramid

Although the film is still shrouded in secrecy, EGM went undercover to bring you the scoop on what may be one of the hottest films this summer.

StarGate is a big-budget, sci-fi thriller starring Kurt Russell and James Spader. The movie combines the mysteries and lore of ancient Egypt with the possibility of interstellar space travel.

Spader plays a brilliant young archaeologist who theorizes that the great pyramids were built with help from extraterrestrials. After his team discovers a magical stone ring, he manages to decipher the hieroglyphics and determines the ring is actually a teleporter to another world.

That's when Kurt Russell and his elite team of marines come in. They venture through the "Star Gate" where they encounter a strange world that is both futuristic and ancient at the same time.

The movie combines elements of the *Indiana Jones* trilogy with elements from the *Star Wars* saga. Hasbro will be releasing the toy line which will include fully articulated action figures, vehicles (including the distinctive winged glider pictured at left), and other accessories.





Aliens vs. Predator the Theme in '94

With their stunning detail and dramatic designs, the Aliens and Predator lines have been popular ever since they first came out years ago. Kenner continues to keep both lines fresh with a careful selection of unique additions.



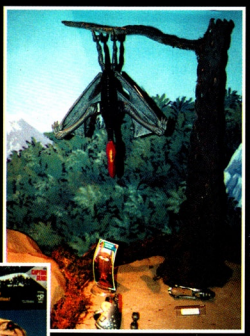
Kenner's theme for 1994 is Beast vs. the Hunter, as a number of figs are coming out based on the Aliens vs. Predator theme.

The very cool piece pictured above comes with gross Alien slime, although *HERO* editor Frank Kurtz preferred using his own.

JP still going strong

The box office behemoth from 1993 is *still* attracting audiences across the globe, while the popular toy line from Kenner also enjoys continued success.

In 1994, the line keeps expanding with new vehicles, series II movie figures, and of course, new dinos.

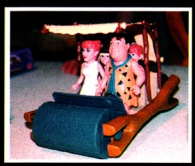






Hangin' Out with the Modern Stone Age Family

Even before *Jurassic Park* popularized prehistoric times, there was a town called Bedrock where vehicles were run by foot-power and cameras, made of stone, had a tiny monkey inside, and when you aimed the lens and snapped a picture, the monkey would chisel the image onto a stone tablet.



This summer, we will get a fresh look at Fred Flintstone and his gang with the live-action Flintstones film starring John Goodman as Fred and Rick Moranis as Barney Rubble.

Mattel is coming out with a comprehensive toy line, and the figures look remarkably like their cinematic counterparts.

HERO editor and toy expert Frank Kurtz had a special affinity for the bowling set below. "YOU CAN NEVER HAVE ENOUGH TOY MONKEYS!" he screamed.



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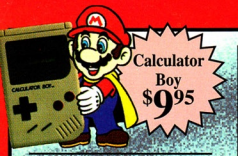
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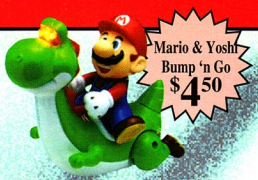
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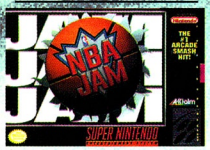
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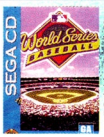
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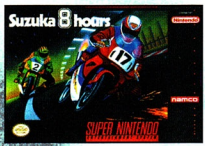
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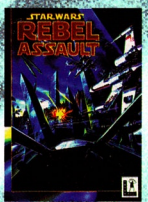
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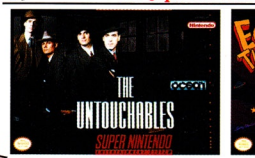
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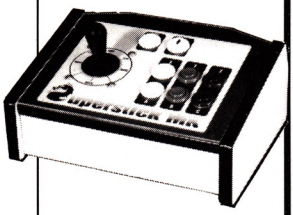
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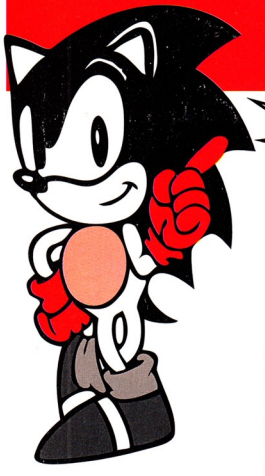
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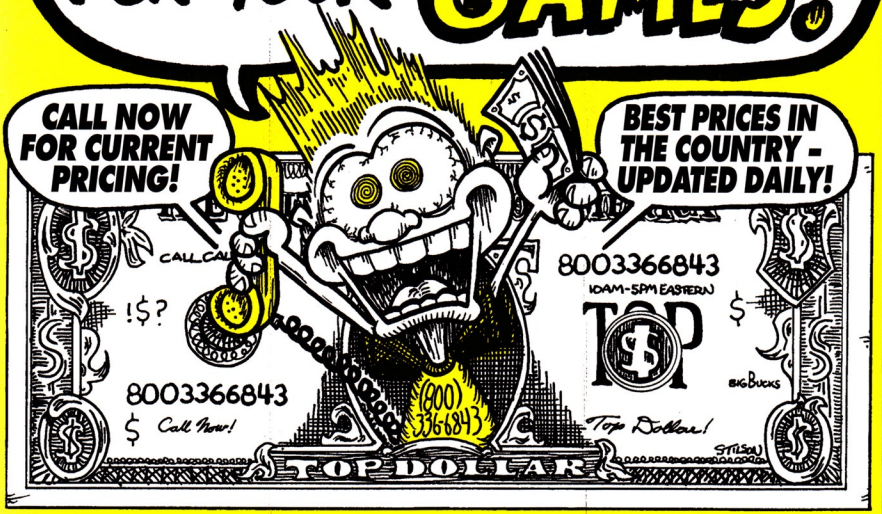
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The following are the winners of the Rock N' Roll Racing contest from the October issue.

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